

Summary All Books

CCSS	CONCEPT	GAME	BOOK	PAGE	EQUIPMENT	Code
			Version Francais PDF version			BK??
K.CC.6	Number recognition, 1-5, 1-10	Five or Ten To Win	Shake Shuffle & Roll	39	2 dice, counters	BK01
3.NBT.2	Subtracting 3-digit numbers, no regrouping	T-Ball Subtraction	Shuffle into Math	4-31	Cards A-9	BK01
3.NBT.2	Adding 3-digit numbers with regrouping	T-Ball Two – Addition	Shuffle into Math	4-32	Cards A-5 or A-9	BK01
3.NBT.2	Subtracting 3-digit numbers with regrouping	T-Ball Two – Subtraction	Shuffle into Math	4-33	Cards A-9	BK01
2.NBT.5	Addition/subtraction with 2-digit numbers, regrouping, odd/even	Regrouping Scramble	Shuffle into Math	4-34	Cards A-9, die	BK01
K.CC.4	1 to 1 correspondence, counting	Take Away	Shuffle into Math	1-1	Dice, 50 counters per player	BK01
K.CC.4	Counting	Counting Crunchies	Shuffle into Math	1-1	String, cheerios, dice	BK01
K.CC.6	Number recognition, matching	Pair Them Up	Shuffle into Math	1-2	Deck of cards, jokers removed	BK01
K.CC.6	Recognizing same/different numbers	Pair Hunt	Shuffle into Math	1-2	Deck of cards, jokers removed	BK01
PK	Recognition of same/different colors	Snappy Color	Shuffle into Math	1-3	Deck of cards, jokers removed	BK01
PK	Recognition of same/different suits	Snappy Suits	Shuffle into Math	1-3	Deck of cards, jokers removed	BK01
K.CC.3	Number recognition, matching	Ace Wins	Shuffle into Math	1-4	2 dice, deck of cards, jokers and kings removed	BK01
PK	Number recognition, matching	Ace Wins	Shuffle into Math	1-4	2 dice, deck of cards, jokers and kings removed	BK01
K.CC.3	Number recognition, same/different	Classical Snap	Shuffle into Math	1-4	Deck of cards, jokers removed	BK01
PK	Number recognition, same/different	Classical Snap	Shuffle into Math	1-4	Deck of cards, jokers removed	BK01
K.CC.4	Number matching, 2-12	Roll Them Out	Shuffle into Math	1-5	2 dice, deck of cards, kings and aces removed. Jack = 11, queen=12	BK01
K.CC.6	Number recognition, 1-6 greater than >, less than, equal to =, 1-6	Roll It	Shuffle into Math	1-5	2 dice, counters	BK01
K.CC.7	Number recognition, 1-6 greater than >, less than, equal to =, 1-6	Roll It	Shuffle into Math	1-5	2 dice, counters	BK01
PK	Number recognition, 1-6 greater than >, less than, equal to =, 1-6	Roll It	Shuffle into Math	1-5	2 dice, counters	BK01
K.CC.3	Number recognition, 2-10	Calling All Cards!	Shuffle into Math	1-6	2 dice, cards 2-10 for each player	BK01
PK	Number recognition, 2-10	Calling All Cards!	Shuffle into Math	1-6	2 dice, cards 2-10 for each player	BK01
K.CC.3	Number recognition, matching	Hot Cards	Shuffle into Math	1-6	2 dice, cards 2-10 for each player	BK01
PK	Number recognition, matching	Hot Cards	Shuffle into Math	1-6	2 dice, cards 2-10 for each player	BK01
K.CC.6	Matching, greater than >, less than <	Suit Up	Shuffle into Math	1-7	Deck of cards, jokers removed	BK01

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K.CC.7	Matching, greater than >, less than <	Suit Up	Shuffle into Math	1-7	Deck of cards, jokers removed	BK01
K.CC.3	Number recognition 1-6 greater than >	Equal Up	Shuffle into Math	1-7	Die, cards (Ace=1) – 6 in all suits	BK01
K.CC.7	Number recognition 1-6 greater than >	Equal Up	Shuffle into Math	1-7	Die, cards (Ace=1) – 6 in all suits	BK01
PK	Number recognition 1-6 greater than >	Equal Up	Shuffle into Math	1-7	Die, cards (Ace=1) – 6 in all suits	BK01
K.CC.3	Number recognition, matching	Turn Overs	Shuffle into Math	1-8	2 dice, cards: aces, kings and jokers removed. Jack=11, queen=12	BK01
PK	Number recognition, matching	Turn Overs	Shuffle into Math	1-8	2 dice, cards: aces, kings and jokers removed. Jack=11, queen=12	BK01
K.CC.3	Number recognition, memory skills	Classic Concentration	Shuffle into Math	1-8	Cards (ace=1) -10, 2 of each	BK01
PK	Number recognition, memory skills	Classic Concentration	Shuffle into Math	1-8	Cards (ace=1) -10, 2 of each	BK01
PK	patterns	Beat The Clock Speedy Suits	Shuffle into Math	1-9	Full deck of cards for each, jokers removed	BK01
K.CC.3	Sorting cards into numbers, number recognition	Number Mania	Shuffle into Math	1-9	Full deck of cards for each, jokers removed	BK01
PK	Sorting cards into numbers, number recognition	Number Mania	Shuffle into Math	1-9	Full deck of cards for each, jokers removed	BK01
PK	Sequencing numbers, number recognition	Blast Off	Shuffle into Math	1-10	2 dice, cards (Ace=1) – 10 per player	BK01
PK	Sorting and sequencing	Order Up	Shuffle into Math	1-10	Full deck of cards for each, jokers removed	BK01
K.CC.2	Sequencing numbers 1-12, number recognition	Better By The Dozen	Shuffle into Math	1-11	2 dice, cards, jokers and kings removed. Ace=1, jack=11, queen = 12	BK01
PK	Sequencing numbers 1-12, number recognition	Better By The Dozen	Shuffle into Math	1-11	2 dice, cards, jokers and kings removed. Ace=1, jack=11, queen = 12	BK01
K.CC.2	Number sequencing (1-5 for K) (1-10- for Gr 1)	Run Of The Same	Shuffle into Math	1-12	Cards (Ace=1) – 5: K, 1-10: Gr 1	BK01
2.OA.3	Odd/even numbers	Take a Chance	Shuffle into Math	1-12	Die and 10 counters per player	BK01
K.CC.3	Number recognition, writing numerals	Roll And Write	Shuffle into Math	1-13	Die, paper, pencil	BK01
PK	Number recognition, writing numerals	Roll And Write	Shuffle into Math	1-13	Die, paper, pencil	BK01
k-3	Making/identifying numerical patterns	Can You figure It?	Shuffle into Math	2-1	Deck of cards	BK01
k-3	Making/identifying patterns	Color Patterning	Shuffle into Math	2-1	Deck of cards	BK01
k-3	Making / identifying number patterns, problem solving	Hide And Seek	Shuffle into Math	2-2	Cards, jokers removed, paper, pencil	BK01

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k-3	Making/identifying patterns, memory	Clapping Color Patterns	Shuffle into Math	2-2	Cards, jokers removed, paper, pencil	BK01
k-3	Identifying/making number patterns	Find The Pattern	Shuffle into Math	2-3	5 dice	BK01
K-3	Making/identifying number patterns	What's The Rule	Shuffle into Math	2-3	Cards (Ace=1) – 10, picture cards and jokers removed	BK01
K.CC.7	Recognizing greater than (>), less than (<) memory	Hi Lo Concentration	Shuffle into Math	3-1	Cards (Ace=1) – 10, 4 of each	BK01
2.OA.3	Recognizing odd/even numbers, memory	Concentration	Shuffle into Math	3-1	Cards (Ace=1) – 10, 2 of each	BK01
k-3	Naming/writing ordinals	Ordinal Snap	Shuffle into Math	3-2	Cards (Ace=1) – 10	BK01
PK	Number recognition, memory	Royal Concentration	Shuffle into Math	3-2	Cards (Ace=1) – jack, 4 of each	BK01
K.CC.6	Number recognition, less than (<), greater than (>), equal to (=)	Guesstimate	Shuffle into Math	3-3	Cards (Ace=1) – 10	BK01
PK	Number recognition, less than (<), greater than (>), equal to (=)	Guesstimate	Shuffle into Math	3-3	Cards (Ace=1) – 10	BK01
1.NBT.3	Recognizing greater than (>), less than (<) and equal to (=), and writing the proper symbol for each	Sign Time	Shuffle into Math	3-4	2 dice, paper, pencil	BK01
1.NBT.1	Place value – numbers to 100, odd/even	A-Ten-Tion	Shuffle into Math	3-5	Cards (Ace=1) – 9, die, paper, pencil	BK01
1.NBT.1	Place value to 100, adding to 100	Race To 100	Shuffle into Math	3-5	Die, paper, pencil, 1-100 chart	BK01
1.NBT.1	Place value & adding numbers to 100, vertical addition	Climb The Ladder To 100	Shuffle into Math	3-6	Cards (Ace=1) – 9, paper, pencil, 100's board	BK01
2.NBT.5	Place value to 100, subtracting numbers from 100	0 And You're Out	Shuffle into Math	3-6	Die, paper, pencil	BK01
2.NBT.3	Place value to 1000, odd/even	Race To 1000	Shuffle into Math	3-7	Cards (Ace=1) – 9, die, paper, pencil	BK01
2.NBT.4	Place value to 1000, odd/even	Race To 1000	Shuffle into Math	3-7	Cards (Ace=1) – 9, die, paper, pencil	BK01
1.NBT.1	Place value to 100, betweeness	Two-Digit Scramble	Shuffle into Math	3-8	Cards (Ace=1) – 9, paper, pencil	BK01
1.NBT.3	Place value to 100, betweeness	Two-Digit Scramble	Shuffle into Math	3-8	Cards (Ace=1) – 9, paper, pencil	BK01
1.NBT.1	Place value to 100. Betweeness, odd/even	Star 99	Shuffle into Math	3-9	Cards (Ace=1) – 9, die, paper, pencil	BK01
1.NBT.3	Place value to 100. Betweeness, odd/even	Star 99	Shuffle into Math	3-9	Cards (Ace=1) – 9, die, paper, pencil	BK01
2.NBT.3	Place value to 1000, betweeness	Three-Digit Scramble	Shuffle into Math	3-10	Cards (Ace=1) – 9, paper, pencil	BK01
2.NBT.4	Place value to 1000, betweeness	Three-Digit Scramble	Shuffle into Math	3-10	Cards (Ace=1) – 9, paper, pencil	BK01
2.NBT.3	Place value to 1000, betweeness, odd/even	Fill In Frenzy	Shuffle into Math	3-11	Cards (Ace=1) – 9, die, paper, pencil	BK01

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3.NBT.4	Place value to 1000, betweenness, odd/even	Fill In Frenzy	Shuffle into Math	3-11	Cards (Ace=1) – 9, die, paper, pencil	BK01
1.NBT.3	Place value to 100, betweenness	Who’s In The Middle	Shuffle into Math	3-12	Cards (Ace=1) – 9, paper, pencil	BK01
2.NBT.4	Place value to 1000, betweenness	Squeeze Play	Shuffle into Math	3-13	Cards (Ace=1) – 9, paper, pencil	BK01
2.NBT.3	Expanding numbers up to and including three-digit numbers	Expand It	Shuffle into Math	3-14	Cards (Ace=1) – 9, paper, pencil	BK01
2.NBT.3	Recognizing/writing numbers in standard form	Getting It Together	Shuffle into Math	3-14	Cards (Ace=1) – 9, paper, pencil	BK01
3.NBT.1	Rounding numbers to the nearest 10 and 100	Round And Round	Shuffle into Math	4-1	Cards (Ace=1) – 9, paper, pencil	BK01
2.OA.2	Addition, number combinations to 12	Winning Track	Shuffle into Math	4-2	2 dice, paper, pencil	BK01
1.OA.6	Subtraction facts to 6	Subtraction Track	Shuffle into Math	4-3	2 dice, paper, pencil	BK01
1.OA.6	Addition facts 1-10, 1-18 combinations	Adding War	Shuffle into Math	4-4	Cards (Ace=1) -5, or (Ace=1) - 9	BK01
2.OA.2	Addition, immediate recall of basic facts	Addition Snap	Shuffle into Math	4-5	Cards (Ace=1) – 9	BK01
1.OA.6	Subtraction from 10	Subtraction War	Shuffle into Math	4-5	Cards (Ace=1) – 10	BK01
2.OA.2	Addition to 12, counting on from larger numbers, immediate recall	Zap	Shuffle into Math	4-6	2 dice, cards, king, ace and jokers removed; jack = 11, queen = 12	BK01
1.OA.6	Subtraction, immediate recall of subtraction facts	Subtraction Snap	Shuffle into Math	4-7	Cards (Ace=1) – 9	BK01
2.OA.2	Subtraction, immediate recall of subtraction facts	Subtraction snap	Shuffle into Math	4-7	Cards (Ace=1) – 9	BK01
1.OA.6	Addition combinations with 10, or any number family	You’re A 10-Addition	Shuffle into Math	4-8	Cards (Ace=1) – 10	BK01
1.OA.6	Subtracting from 10, immediate recall	You’re a 10-Subtraction	Shuffle into Math	4-8	Cards (Ace=1) – 10	BK01
1.OA.6	Addition facts to 12	Cut The Deck	Shuffle into Math	4-9	2 dice, cards 2 – queen, jack=11, queen=12, paper , pencil	BK01
2.OA.2	Addition facts to 12	Cut The Deck	Shuffle into Math	4-9	2 dice, cards 2 – queen, jack=11, queen=12, paper , pencil	BK01
2.OA.2	Addition, odd/even	Fair Game-Addition	Shuffle into Math	4-9	Cards (ace=1) – 5, or (Ace=1) -9, die	BK01
1.OA.6	Odd/even numbers, addition to 12	Bank It	Shuffle into Math	4-10	2 dice, 10 counters per player	BK01
2.OA.2	Odd/even numbers, addition to 12	Bank It	Shuffle into Math	4-10	2 dice, 10 counters per player	BK01
1.OA.6	Subtraction, odd/even	Fair Game-Subtraction	Shuffle into Math	4-10	Cards A-5 or A-9	BK01
2.OA.2	Numbers to 20, addition and subtraction to 20, odd/even	Make 20	Shuffle into Math	4-11	Cards (ace=1) – 5, or (Ace=1) -9, paper, pencil	BK01

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1.OA.6	Addition with 3 addends	Warp – 3	Shuffle into Math	4-12	Cards (ace=1) – 6	BK01
2.OA.2	Addition with 3 addends	Warp – 3	Shuffle into Math	4-12	Cards (ace=1) – 6	BK01
1.OA.6	Addition facts to 18, immediate recall	Action 18	Shuffle into Math	4-13	3 dice, paper, pencil	BK01
2.OA.2	Addition facts to 18, immediate recall	Action 18	Shuffle into Math	4-13	3 dice, paper, pencil	BK01
1.OA.6	Addition – three addends	3 Addend Snap	Shuffle into Math	4-14	Cards (ace=1) – 6	BK01
2.OA.2	Addition – three addends	3 Addend Snap	Shuffle into Math	4-14	Cards (ace=1) – 6	BK01
2.OA.2	Subtraction facts – 18, immediate recall, 3 addend addition	18 Blast Off	Shuffle into Math	4-14	3 dice of one color, 1 of another, paper, pencil	BK01
2.OA.2	Writing addition and subtraction sentences, addition, subtraction immediate recall	Write On	Shuffle into Math	4-15	Cards (ace=1) – 10, paper, pencil	BK01
2.OA.2	3 addend addition, subtraction from 12, immediate recall, odd/even	Dice Deluxe	Shuffle into Math	4-16	Cards (ace=1) – 9, 2 dice of one color, 1 of another, paper, pencil	BK01
2.OA.2	Addition/subtraction to 18, mixed problem solving, immediate recall	Three Card Mixer	Shuffle into Math	4-16	Cards (ace=1) – 9	BK01
1.OA.4	Missing addends, addition facts to 12, writing math sentences	“Add On” Addends	Shuffle into Math	4-17	Paper, pencil, dice	BK01
2.OA.2	Missing addends, addition facts to 12, writing math sentences	“Add On” Addends	Shuffle into Math	4-17	Paper, pencil, dice	BK01
1.OA.4	Missing addends	What’s Hidden?	Shuffle into Math	4-18	Cards (ace=1) – 10, dice, margarine tub	BK01
1.OA.6	Missing addends	What’s Hidden?	Shuffle into Math	4-18	Cards (ace=1) – 10, dice, margarine tub	BK01
1.OA.6	Subtraction, 2-step problem solving	What’s Hidden? II	Shuffle into Math	4-19	3 dice, Cards (ace=1) – 10, margarine tub	BK01
1.OA.6	Missing addends and minuends	What’s Hidden? Speed Play	Shuffle into Math	4-20	3 dice, cards A-10, margarine tub	BK01
2.NBT.5	Place value – two digit numbers, adding one digit to a two digit number	Snap Two It – Addition	Shuffle into Math	4-21	Cards A-9	BK01
2.NBT.5	Place value – 2-digit numbers, adding 1-digit to a 2-digit number for speed	Two-Digit Snappers	Shuffle into Math	4-22	Cards A-9	BK01
2.NBT.5	Place value – 2-digit numbers, subtracting 1-digit numbers from 2-digit numbers	Snap To It – Subtraction	Shuffle into Math	4-23	Cards A-9	BK01
2.NBT.5	Place value – 1-digit numbers, subtracting 1-digit numbers from 2-digit numbers for speed	2-Digit Snappers – Subtraction	Shuffle into Math	4-24	Cards A-9	BK01

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2.NBT.5	Place value = 2-digit numbers, adding 1-digit to 2-digit numbers, subtracting 1-digit from 2-digit numbers for speed	Snap Two It - Snap	Shuffle into Math	4-25	Cards A-0, die	BK01
2.NBT.5	Subtracting 2-digit numbers without regrouping	Baseball Subtraction	Shuffle into Math	4-26	Cards A-9	BK01
2.NBT.5	Adding 2-digit numbers	Baseball Addition	Shuffle into Math	4-27	Cards A-4	BK01
2.NBT.5	Subtraction – 2-digit numbers with regrouping	Baseball Two – Subtraction	Shuffle into Math	4-28	Cards A-9	BK01
2.NBT.5	Adding 2-digit numbers with regrouping	Baseball Two – Addition	Shuffle into Math	4-29	Cards A-5 or A-9	BK01
3.NBT.2	Adding 3-digit numbers, no regrouping	T-Ball Addition	Shuffle into Math	4-30	Cards A-4	BK01
3.NF.1	Identifying fraction names, demonstrating a knowledge of fractions	Fraction Flip	Shuffle into Math	5-1	Cards A-10	BK01
3.NF.1	Identifying fraction names, demonstrating a knowledge of fractions	Fraction Show Off	Shuffle into Math	5-1	Cards 2-10	BK01
3.NF.1	Identifying fraction names	Fraction Action	Shuffle into Math	5-2	Cards A-10	BK01
3.NF.1	Identifying fraction names	Fraction Snap	Shuffle into Math	5-2	Cards 2-10	BK01
K	Learning the sequence of months	Calendar Shakedown	Shuffle into Math	5-3	2 dice, deck of cards, jokers removed, paper, pencil	BK01
1.MD.3	Telling time to the half hour, addition	Half Past Shake Up	Shuffle into Math	5-3	2 dice, paper, pencil	BK01
1.OA.6	Telling time to the half hour, addition	Half Past Shake Up	Shuffle into Math	5-3	2 dice, paper, pencil	BK01
1.MD.3	Telling time to the hour, addition	What Time is it Mr. Wolf?	Shuffle into Math	5-3	2 Dice	BK01
1.OA.6	Telling time to the hour, addition	What Time is it Mr. Wolf?	Shuffle into Math	5-3	2 Dice	BK01
2.OA.2	Telling time to the hour, addition	What Time is it Mr. Wolf?	Shuffle into Math	5-3	2 Dice	BK01
1.OA.6	Learning the sequence of months, addition	Month by Month	Shuffle into Math	5-5	2 dice, deck of cards, jokers removed, paper, pencil	BK01
2	Skip counting for multiplication and division	Skip, Skip, Skip to My Lou	Shuffle into Math	6-1	Die, paper, pencil	BK01
1	Skip counting in preparation for multiplication and division	Beginners Skip Counting	Shuffle into Math	6-1	Cards (Ace=1) -5 and 50's	BK01
3.OA.7	Multiplication facts	Multiplication War	Shuffle into Math	6-2	Cards (ace=1) – 5, or (Ace=1) -9 advanced players	BK01

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3.OA.7	Multiplication facts to 16	Multiplication Fish	Shuffle into Math	6-2	Deck of cards, jokers removed, multiplication table to refer to during the game if needed, jack=12, queen=14, king=16	BK01
2.OA.2	Multiplication by 0 and 10, addition facts to 12	Multiplication Cut-Throat	Shuffle into Math	6-3	Deck of cards, jokers removed, 2 dice, paper, pencil	BK01
3.OA.7	Multiplication by 0 and 10, addition facts to 12	Multiplication Cut-Throat	Shuffle into Math	6-3	Deck of cards, jokers removed, 2 dice, paper, pencil	BK01
3.OA.7	Multiplication to 36, immediate recall	Multiplication Dice Toss	Shuffle into Math	6-3	2 dice, counters	BK01
3.OA.7	Recognizing the process of division, grouping	Grouping for Division	Shuffle into Math	6-4	Die, cards (Ace=1), counters, paper, pencil	BK01
3.OA.7	Multiplication facts	Multiplication Snap	Shuffle into Math	6-5	Cards (Ace=1) –5, 6,-10	BK01
3.OA.7	Multiplication facts to 16	Multiplication Zap	Shuffle into Math	6-5	2 decks of cards, (1 complete deck, 1 deck with cards 1-4 only), jack=12, queen =14, king =16	BK01
3.OA.7	Division facts	Fishing For Division Facts	Shuffle into Math	6-6	Cards (A=1) –K, jokers removed	BK01
K.CC.4	Counting	Making Necklaces	All Hands on Deck	15	String, cheerios, dice	BK02
K.CC.7	Place value 1-10, betweenness	Sandwiches	All Hands on Deck	16	Cards 1-10	BK02
1.NBT.3	Comparing 2 numbers, odd & even	Place Value Comparisons	All Hands on Deck	17	Cards 1-9, 1 die	BK02
1.OA.6	Addition to 10, odd or even	Odd or Even	All Hands on Deck	18	Cards 1-10, 2 dice	BK02
1.NBT.3	Comparing 2-digit numbers	Place Value War	All Hands on Deck	19	Cards 1-9	BK02
1.NBT.2	Reading 2-digit numbers, verbalizing values	Place Value Snap	All Hands on Deck	20	Cards 1-9	BK02
4.NF.7	Place value addition, comparing decimals	Adding Decimals	All Hands on Deck	21	Cards 1-10	BK02
5.NBT.7	Place value addition, comparing decimals	Adding Decimals	All Hands on Deck	21	Cards 1-10	BK02
4.NBT.2	Comparing multi-digit numbers	You take the High Road	All Hands on Deck	22	Cards 1-9, 1 die, paper, pencil	BK02
1.NBT.2	Reading 2-digit numbers, verbalizing values	Hundreds Chart Tic-Tac-Toe	All Hands on Deck	23	1 Hundreds board, cards 1-9, paper, pencil, markers (2 colors)	BK02
5.NBT.3	Multi-digit place value, decimal place value	What's Your Number	All Hands on Deck	24	Cards 1-9	BK02
5.NBT.3	Multi-digit place value, decimal place value	Your Place or Mine?	All Hands on Deck	25	Cards 1-9, dice, markers	BK02
4.NF.7	Comparing decimals	Decimal Dots	All Hands on Deck	26	Cards 1-10	BK02
5.NBT.3	Reading & comparing decimals	Decimal Dance	All Hands on Deck	26	Dice, cards 1-9, counters	BK02

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5.NBT.3	Identifying place value	What's That Place	All Hands on Deck	27	Cards 1-9, bingo chips, die	BK02
5.NBT.7	Adding Decimals	Do Your Decimals	All Hands on Deck	28	Cards 1-10	BK02
5.NBT.3	Read and compare decimals	Trade In	All Hands on Deck	28	Cards 1-9, die	BK02
4.NBT.2	Multi-digit place value, comparing multi-digit numbers	Rock n Roll	All Hands on Deck	29	5 dice per player	BK02
5.NBT.1	Multi-digit place value, comparing multi-digit numbers	Rock n Roll	All Hands on Deck	29	5 dice per player	BK02
5.NBT.3	Reading and comparing decimals	Dicey Decimals	All Hands on Deck	29	Cards 1-9, dice, paper & pencil, markers	BK02
4.NBT.2	Multi-digit place value	6-Digit Traveller	All Hands on Deck	30	Cards 1-0, die, paper, pencil	BK02
1.OA.6	Addition within 20	Addition War	All Hands on Deck	33	Cards 1-9	BK02
2.OA.2	Addition within 20	Addition War	All Hands on Deck	33	Cards 1-9	BK02
1.OA.6	Subtraction within 10	Subtraction War	All Hands on Deck	34	Cards 1-10	BK02
1.OA.6	Addition within 20	Addition Snap	All Hands on Deck	35	Cards 1-9	BK02
2.OA.2	Addition within 20	Addition Snap	All Hands on Deck	35	Cards 1-9	BK02
1.OA.6	Subtraction within 10	Subtraction Snap	All Hands on Deck	36	Cards 1-10	BK02
1.OA.2	Addition of 3 addends	3 addend Snap	All Hands on Deck	37	Cards 1-6	BK02
2.OA.2	Addition of 3 addends	3 addend Snap	All Hands on Deck	37	Cards 1-6	BK02
1.OA.6	Addition	Let it Roll	All Hands on Deck	38	Gameboard 2-12, 2 dice, paper & pencil	BK02
1.OA.6	Addition facts to 18	Family Fact Feud	All Hands on Deck	39	Cards 1-9	BK02
2.OA.2	Addition facts to 18	Family Fact Feud	All Hands on Deck	39	Cards 1-9	BK02
1.OA.6	Addition facts to 18	It's a Fact Snap	All Hands on Deck	40	Cards 1-9	BK02
2.OA.2	Addition facts to 18	It's a Fact Snap	All Hands on Deck	40	Cards 1-9	BK02
2.OA.2	Addition facts (adding 9)	Nine Plus	All Hands on Deck	41	Cards 1-9, gameboard	BK02
2.OA.2	Addition facts to 18	Doubles Snap	All Hands on Deck	43	Cards 1-9	BK02
2.OA.2	Addition facts to 18	Double Trouble	All Hands on Deck	44	Cards 1-9	BK02
1.OA.6	Multiple addend addition	The 18 <sup>th</sup> Hole	All Hands on Deck	45	3 dice per player, gameboard, pencil, paper	BK02
2.OA.2	Multiple addend addition	The 18 <sup>th</sup> Hole	All Hands on Deck	45	3 dice per player, gameboard, pencil, paper	BK02
1.OA.6	Addition & Subtraction Combinations	Complimentary Fish	All Hands on Deck	46	Cards 1-12	BK02
2.OA.2	Addition & Subtraction Combinations	Complimentary Fish	All Hands on Deck	46	Cards 1-12	BK02
3.NBT.2	Adding 3-digit numbers	To Sum it Up	All Hands on Deck	47	Cards, gameboard	BK02
3.NBT.2	Adding 3-digit numbers	Adding Buddies	All Hands on Deck	48	Cards, paper, pencil, calculator	BK02
3.NBT.2	Subtracting 3-digit numbers	What's the Difference	All Hands on Deck	49	Cards, gameboard	BK02
3.NBT.2	Subtracting 3-digit numbers	Break 100	All Hands on Deck	50	Cards, paper, pencil	BK02
3.NBT.2	Subtracting 3-digit numbers	Count Down	All Hands on Deck	51	Cards, paper, pencil	BK02
3.NBT.2	Subtracting 3-digit numbers	Slide over	All Hands on Deck	52	Cards, paper, pencil	BK02



Summary All Books

4.NBT.4	Adding 4-digit numbers	Don't Give Up	All Hands on Deck	53	Cards 1-9	BK02
4.NBT.4	Subtracting 3-digit numbers from 4-digit numbers	Take It Away	All Hands on Deck	54	Cards 1-9	BK02
3.NBT.2	Adding 2- and 3-digit numbers	Climb the Ladder to 1000	All Hands on Deck	55	Cards, paper, pencil	BK02
3.OA.7	Multiplication Facts to 45	Cover Up	All Hands on Deck	59	Cards, die, gameboard, bingo chips	BK02
3.OA.7	Multiplication Facts to 50	Multiplication Snap	All Hands on Deck	60	Cards 1-10	BK02
3.OA.7	Multiplication Facts to 81	Fact Feud "2"	All Hands on Deck	61	Cards 1-9	BK02
3.OA.7	Multiplication Facts to 81	It's a Fact Snap "2"	All Hands on Deck	62	Cards 1-9	BK02
3.OA.7	Multiplication Facts to 81	Criss Cross	All Hands on Deck	63	Cards 1-9, 2 dice, paper, pencil (for gameboard)	BK02
3.OA.7	Multiplication Facts to 144	Multiplication Scramble	All Hands on Deck	64	Cards 1-12, gameboard, pencil	BK02
4.NBT.5	Multiplication using 4 factors	Biggest Product	All Hands on Deck	65	Cards 1-12, paper, pencil	BK02
5.NBT.5	Multiplication and addition	Productivity	All Hands on Deck	66	Cards 1-10, 100 (J), 0 (K), paper, pencil	BK02
3.OA.7	Multiplication Facts to 144	Deluxe "Mult" Snap	All Hands on Deck	67	Cards 1-12	BK02
4.NBT.5	Multiply 2-digit x 1-digit	Twenty Times	All Hands on Deck	67	Cards 1-9, paper, pencil	BK02
3.OA.7	Multiplication Facts to 100	Equal To	All Hands on Deck	68	Cards 1-10	BK02
3.OA.7	Multiplication to 100	Fair Game Multiplication	All Hands on Deck	68	Cards 1-10, die	BK02
4.NBT.5	Multiplication of 3 factors	Calculate It	All Hands on Deck	69	Cards 1-10, paper, pencil, calculator	BK02
3.OA.7	Multiplication to 120	Can u Cut It?	All Hands on Deck	69	2 dice, cards 2-10, paper, pencil	BK02
4.NBT.5	Multiplication to 120	Can u Cut It?	All Hands on Deck	69	2 dice, cards 2-10, paper, pencil	BK02
3.OA.7	Multiply & Add 1- and 2-digit numbers	Flip Overs	All Hands on Deck	70	Cards 1-10, die, paper, pencil	BK02
4.NBT.5	Multiply 3-digit x 1-digit	Snappy Products	All Hands on Deck	70	Cards 1-9	BK02
3.OA.7	Multiplication/Division Facts to 81	Mystery Number	All Hands on Deck	71	Cards 1-9, paper, pencil, x table	BK02
3.OA.7	Multiplication	Dealer's Choice	All Hands on Deck	72	3 dice or cards 1-10	BK02
3.OA.7	Multiplication & Addition Facts	Multiplication Dice Toss	All Hands on Deck	72	4 dice (2 of each color), counters	BK02
4.NBT.5	Multiply 2-digit x 1-digit	T-Ball Multiplication	All Hands on Deck	73	Cards 1-9, paper, pencil	BK02
5.NBT.5	Multiply 3-digit numbers	Productive Products	All Hands on Deck	74	Cards 1-9, 0 (K), gameboard	BK02
4.NBT.5	Multiply 2-digit numbers	Baseball "Three"	All Hands on Deck	75	Cards 1-9, paper, pencil	BK02
3.OA.7	Multiplication facts	Multiplication War	All Hands on Deck	76	Cards 1-9, x table	BK02
4.NBT.5	Multiply 2-digit x 1-digit	Snap Two It Products	All Hands on Deck	77	Cards 1-9	BK02

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3.OA.6	X and division to find missing factors	The Missing Facts	All Hands on Deck	78	Cards 1-10, paper, pencil	BK02
3.OA.7	X and division to find missing factors	The Missing Facts	All Hands on Deck	78	Cards 1-10, paper, pencil	BK02
3.OA.7	Multiplication/Division Facts to 81	Multiplication Tic-Tac-Toe	All Hands on Deck	79	Cards 1-9, paper, pencil, bingo chips, x table	BK02
4.OA.4	Factors	Factor Finish	All Hands on Deck	80	Cards 1-9, Cards, die, bingo chips, gameboard	BK02
5.OA.7	Multiply whole numbers and decimals	Operation Decimal	All Hands on Deck	81	Cards 1-10, 0 (K) die, paper, pencil	BK02
6.NS.3	Multiply whole numbers and decimals	Operation Decimal	All Hands on Deck	81	Cards 1-10, 0 (K) die, paper, pencil	BK02
K.CC.4	Counting, graphing, more/less	Beginner's Bar Graph	All Hands on Deck	85	Die, pencil, paper, counters	BK02
K.CC.5	Counting, graphing, more/less	Beginner's Bar Graph	All Hands on Deck	85	Die, pencil, paper, counters	BK02
1.MD.4	Counting, Collecting, organizing, displaying, interpreting data	Graphing Potpourri	All Hands on Deck	86	Cards, chart paper, pencils	BK02
K.CC.4	Counting, Collecting, organizing, displaying, interpreting data	Graphing Potpourri	All Hands on Deck	86	Cards, chart paper, pencils	BK02
1.MD.4	Counting, Collecting, organizing, displaying, interpreting data	16- UP	All Hands on Deck	87	Cards	BK02
K.CC.4	Counting, Collecting, organizing, displaying, interpreting data	16- UP	All Hands on Deck	87	Cards	BK02
1.MD.4	Addition, collecting & organizing data on a bar graph	Addition Graphing	All Hands on Deck	88	Cards 1-9, gameboard	BK02
1.OA.6	Addition, collecting & organizing data on a bar graph	Addition Graphing	All Hands on Deck	88	Cards 1-9, gameboard	BK02
2.OA.2	Addition, collecting & organizing data on a bar graph	Addition Graphing	All Hands on Deck	88	Cards 1-9, gameboard	BK02
1.OA.6	Addition, subtraction, collecting & organizing data in a bar graph	Mixed-Operation Graphing	All Hands on Deck	89	Cards 1-9, gameboard	BK02
2.OA.2	Addition, subtraction, collecting & organizing data in a bar graph	Mixed-Operation Graphing	All Hands on Deck	89	Cards 1-9, gameboard	BK02
5.G.1	Coordinate Graphing	Initial It	All Hands on Deck	90	Cards 1-10	BK02
5.G.1	Coordinate Graphing	Target Four	All Hands on Deck	91	Cards 1-10	BK02
5.G.1	Coordinate Graphing	Hit and Mill	All Hands on Deck	93	Cards 1-10	BK02
5.G.1	Coordinate Graphing	Bingo Graphing	All Hands on Deck	94	Cards 1-5	BK02
5.G.1	Coordinate Graphing	Knock Offs	All Hands on Deck	95	4 dice (2 of each color), gameboard, bingo chips (2 colors)	BK02
1.OA.6	Addition/Subtraction to 10	Junior Star Traveler	All Hands on Deck	99	Cards 1-6, die, pencil	BK02

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3.NBT.2	Adding 3-digit numbers	Tic-Tac-Toe	All Hands on Deck	100	Cars 1-9, paper, pencil	BK02
3.NBT.1	Adding 2-digit and 3-digit numbers, estimating	Flip Out	All Hands on Deck	101	Cards 1-10, paper, pencil	BK02
3.NBT.2	Adding 2-digit and 3-digit numbers, estimating	Flip Out	All Hands on Deck	101	Cards 1-10, paper, pencil	BK02
5.NBT.5	Multiplying 2-digit & 3-digit , estimating	Flip out Challenger	All Hands on Deck	102	Cards 1-10, paper, pencil	BK02
2.NBT.5	Multiply and Add to 36	Help Me Out Partner	All Hands on Deck	103	Cards 1-10, dice	BK02
3.OA.7	Multiply and Add to 36	Help Me Out Partner	All Hands on Deck	103	Cards 1-10, dice	BK02
3.NBT.2	Mixed operations	"24"	All Hands on Deck	104	Cards 1-10	BK02
3.NBT.2	Mixed operations	Operations Mixer	All Hands on Deck	104	Cards 1-9, paper, pencil	BK02
3.OA.4	Mixed operations	"24"	All Hands on Deck	104	Cards 1-10	BK02
3.OA.4	Mixed operations	Operations Mixer	All Hands on Deck	104	Cards 1-9, paper, pencil	BK02
3.OA.6	Mixed operations	"24"	All Hands on Deck	104	Cards 1-10	BK02
3.OA.6	Mixed operations	Operations Mixer	All Hands on Deck	104	Cards 1-9, paper, pencil	BK02
5.OA.2	Mixed operations	"24"	All Hands on Deck	104	Cards 1-10	BK02
5.OA.2	Mixed operations	Operations Mixer	All Hands on Deck	104	Cards 1-9, paper, pencil	BK02
4.OA.4	Factors	Factor Find	All Hands on Deck	105	Cards 1-9, paper, pencil	BK02
2.OA.2	Addition & Subtraction Facts	Super Star Traveler	All Hands on Deck	106	Cards 1-12 11 (J), 12 (Q), pencil/crayon	BK02
2.NBT.5	Addition of 2-digit numbers	Guess What	All Hands on Deck	111	Cards 1-9	BK02
3.NBT.3	Rounding	Around and Around	All Hands on Deck	112	Cards 1-9, pencil	BK02
3.NBT.3	Multiplication & rounding to nearest 10	Cross Offs	All Hands on Deck	113	Cards 1-9, paper, pencil	BK02
3.OA.7	Multiplication & rounding to nearest 10	Cross Offs	All Hands on Deck	113	Cards 1-9, paper, pencil	BK02
2.NBT.5	Addition	Last Chance	All Hands on Deck	114	Cards 2-10, J, K, Q (10), A (11)	BK02
2.OA.2	Addition	Last Chance	All Hands on Deck	114	Cards 2-10, J, K, Q (10), A (11)	BK02
2.NBT.5	Subtraction of 2-digit numbers	What's Left	All Hands on Deck	115	Cards 1-9, paper, pencil	BK02
2.NBT.5	Addition, subtraction, reading a thermometer	Temperature's Rising	All Hands on Deck	116	Cards 1-10, thermometer	BK02
2.OA.2	Addition, subtraction, reading a thermometer	Temperature's Rising	All Hands on Deck	116	Cards 1-10, thermometer	BK02
4.NF.2	Reading fractions, comparing fractions	Fraction War	All Hands on Deck	117	Cards 1-10	BK02

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3.NBT.1	Rounding 3-digit numbers	Rounding Off Big Time	All Hands on Deck	118	Cards 1-9, gameboard	BK02
2.NBT.5	Adding to 120	Bulls Eye	All Hands on Deck	119	2 dice per player, paper, pencil	BK02
2.OA.2	Adding to 120	Bulls Eye	All Hands on Deck	119	2 dice per player, paper, pencil	BK02
3.NBT.2	Mixed operations	Star Traveler Hot Cards	All Hands on Deck	123	Cards 1-12 J (11), Q (12), Joker, 2 dice	BK02
3.OA.4	Mixed operations	Star Traveler Hot Cards	All Hands on Deck	123	Cards 1-12 J (11), Q (12), Joker, 2 dice	BK02
3.OA.6	Mixed operations	Star Traveler Hot Cards	All Hands on Deck	123	Cards 1-12 J (11), Q (12), Joker, 2 dice	BK02
5.OA.2	Mixed operations	Star Traveler Hot Cards	All Hands on Deck	123	Cards 1-12 J (11), Q (12), Joker, 2 dice	BK02
6.NS.5	Positive & Negative Numbers	Get Back to Zero	All Hands on Deck	124	Cards 1-5, paper, pencil	BK02
6.NS.6	Positive & Negative Numbers	Get Back to Zero	All Hands on Deck	124	Cards 1-5, paper, pencil	BK02
6.NS.7	Positive & Negative Numbers	Get Back to Zero	All Hands on Deck	124	Cards 1-5, paper, pencil	BK02
5.OA.2	Multiplication, Addition	Maximum Flip Overs	All Hands on Deck	125	Cards 1-10, J (100), Q (1000), K (0), paper, pencil	BK02
2.OA.2	Number sequence, adding numbers to 15	Fifteen	All Hands on Deck	126	Cards 1-10, paper, pencil	BK02
6.SP.5	Rounding, Average	It All Averages Out	All Hands on Deck	127	Cards 1-9, paper, pencil	BK02
6.SP.5	Rounding, Average	It All Averages Out	All Hands on Deck	127	Cards 1-9, paper, pencil	BK02
5.NBT.1	Multi-digit place value	Switch It	All Hands on Deck	128	Cards 1-10	BK02
4.NBT.6	Divide 3-digit or 4-digit by 1-digit numbers	Division with a Twist	All Hands on Deck	130	Cards 1-9, K (0), gameboard	BK02
7.NS.1	Adding positive & negative numbers	Integer Addition Snap	All Hands on Deck	131	Cards 1-10, J (11), Q (12), K (0)	BK02
7.NS.2	Multiplying positive & negative numbers	Integer Multiplication Snap	All Hands on Deck	132	Cards 1-10, J (11), Q (12), K (0)	BK02
7.NS.1	Adding positive & negative numbers	Integer Addition War	All Hands on Deck	133	Cards 1-10, J (11), Q (12), K (0)	BK02
7.NS.1	Subtracting positive & negative numbers	Integer Subtraction War	All Hands on Deck	134	Cards 1-10, J (11), Q (12), K (0)	BK02
7.NS.2	Multiplying positive & negative numbers	Integer Multiplication War	All Hands on Deck	135	Cards 1-10, J (11), Q (12), K (0)	BK02
6.EE.1	Exponents	Exponent War	All Hands on Deck	136	Cards 1-5 or 1-9	BK02
6.EE.1	Exponents	Exponent Snap	All Hands on Deck	137	Cards 1-5 or 1-9	BK02
PK	Number recognition, number matching	Rolling Along	Dice Works	17	One 12-sided die, paper/pencil	BK03

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PK	Number recognition to 20	Numbo	Dice Works	18	One 20-sided die, one 20-squared bingo gameboard per play, bingo chips	BK03
K.CC.4	1 to 1 correspondence of numbers to 12, counting to 100	Count 'EM and Eat 'EM	Dice Works	19	One 12-sided die, bowl of cereal, "cube-a-links"	BK03
K.CC.3	Number recognition, writing numerals, graphing	Roll It And Mark It	Dice Works	20	One 12-sided die, gameboard	BK03
2.OA.3	Number recognition, odd/even	Odd And Even	Dice Works	21	One 12-sided die, 100 "cube-a-links" (minimum); two colors – 50 of each – one for odd, one for even	BK03
2.OA.3	Number recognition, odd/even, probability	Race To The Top	Dice Works	22	Five 20-sided dice, gameboard, paper/pencil	BK03
1.MD.3	Number recognition, number sequencing 1-12	Mr. Wolf is Upside Down!	Dice Works	23	One 12-sided die, cards ace-queen (a=1, jack=11, queen=12)	BK03
1.NBT.1	Number recognition, number sequencing 1-12	Mr. Wolf is Upside Down!	Dice Works	23	One 12-sided die, cards ace-queen (a=1, jack=11, queen=12)	BK03
1.MD.3	Telling time to the hour	Time Out	Dice Works	24	One 12-sided die, gameboard	BK03
1.NBT.3	Comparing numbers, greater than/less than, odd/even	Pick And Freeze	Dice Works	25	One 20-sided die per player, cards ace-9 (a=1), (a 10 or 12-sided dice may be substituted)	BK03
K.CC.7	Comparing numbers, greater than/less than, odd/even	Pick And Freeze	Dice Works	25	One 20-sided die per player, cards ace-9 (a=1), (a 10 or 12-sided dice may be substituted)	BK03
1.NBT.3	Sequencing numbers 1-20	Between Friends	Dice Works	26	One 20-sided die per player, counters	BK03
K.CC.7	Sequencing numbers 1-20	Between Friends	Dice Works	26	One 20-sided die per player, counters	BK03
1.NBT.2	Place value, odd/even numbers, betweenness	A Detective's Roll	Dice Works	27	One 10-sided die per player	BK03
1.NBT.3	Probability, using logical reasoning, making predictions	Secret Roll	Dice Works	28	Two 20-sided dice	BK03
K.CC.7	Probability, using logical reasoning, making predictions	Secret Roll	Dice Works	28	Two 20-sided dice	BK03
K-2	1 to 1 correspondence of numbers, counting to 20, patterned counting for beginning multiplication	Skip Away	Dice Works	29	One 20-sided die, "cube-a-links", paper/pencil	BK03
1.NBT.1	Place value, number recognition	Match Makers	Dice Works	30	Two 10-sided dice, cards ace-9, (ace=1, k=0)	BK03
1.NBT.1	Identification of place value 1-100	Hundred Board Tic Tac Toe	Dice Works	31	Hundred board, two 10-sided dice, bingo chips – one color per player	BK03
1.NBT.1	Place value to 100	Place Value Toss Up	Dice Works	32	Two 10-sided dice per player	BK03
4.NBT.1	Expanding numbers, adding to 10,000	Expander	Dice Works	33	One 20-sided die, pencil/paper	BK03

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4.NBT.2	Expanding numbers, adding to 10,000	Expander	Dice Works	33	One 20-sided die, pencil/paper	BK03
4.NBT.2	Creating a five-digit number	Rock N' Roll	Dice Works	35	Five 10-sided dice per player	BK03
2.NBT.5	Adding sums to 40	Puzzling Pluses	Dice Works	39	Two 20-sided dice per player, paper/pencil	BK03
1.OA.6	Immediate recall of doubles facts, addition to 18	We Love Doubles Snap	Dice Works	40	One 10-sided die, bingo chips	BK03
2.OA.2	Immediate recall of doubles facts, addition to 18	We Love Doubles Snap	Dice Works	40	One 10-sided die, bingo chips	BK03
2.OA.2	Adding doubles	Double Trouble	Dice Works	41	Two 10-sided dice per player, paper/pencil	BK03
2.NBT.5	Adding to 40	Fair Game Addition	Dice Works	41	Four 20-sided dice, 1 regular dice	BK03
3.OA.1	Adding, subtracting, multiplying, and dividing number combinations to 10	Winning Track Challenger	Dice Works	42	One 12-sided die, one 10-sided die, gameboard, pencil/paper	BK03
3.OA.7	Adding, subtracting, multiplying, and dividing number combinations to 10	Winning Track Challenger	Dice Works	42	One 12-sided die, one 10-sided die, gameboard, pencil/paper	BK03
1.OA.6	3 addend addition	Roll And Flip	Dice Works	43	Two 10-sided dice per player, cards ace-6 (ace=1) Gr 2-3 ace-10 (ace=1) gr 4 and up	BK03
2.OA.2	3 addend addition	Roll And Flip	Dice Works	43	Two 10-sided dice per player, cards ace-6 (ace=1) Gr 2-3 ace-10 (ace=1) gr 4 and up	BK03
2.OA.2	Addition facts to 18	Addition Tic Tac Toe	Dice Works	44	Two 10-sided dice, bingo chips (1 color per player), addition table to 18`	BK03
2.OA.2	Immediate recall of addition facts to 24	Addition Snap	Dice Works	45	Two 12-sided dice	BK03
2.NBT.5	Immediate recall of three addends, adding to 30	Triple Snap	Dice Works	45	Three 10-sided dice	BK03
2.OA.2	Immediate recall of three addends, adding to 30	Triple Snap	Dice Works	45	Three 10-sided dice	BK03
2.NBT.5	Immediate recall of addition facts to 40	Snap To 40	Dice Works	46	Two 20-sided dice	BK03
2.NBT.5	Adding, subtracting, collecting and organizing data in a bar graph, writing number sentences	Fill 'Er Up	Dice Works	47	One 12-sided die, one 20-sided die, 1 gameboard per player	BK03
2.NBT.5	Addition, sums to 60	Puzzling challenges	Dice Works	48	Three 20-sided dice per player	BK03
2.NBT.5	Addition of several addends with regrouping	Square doubling	Dice Works	49	One 10-sided die per player, 1 gameboard per player	BK03
2.NBT.5	Number recognition, adding 2-digit numbers with regrouping, problem solving	Your Board Or Mine?	Dice Works	50	One 20-sided die, one 20-square gameboard with numbers 1-20, colored bingo chips	BK03

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1	1 to 1 correspondence of numbers, counting, subtracting	Take It Away	Dice Works	51	K-1; one 12-sided die and 50 "cube-a-links" per player, container	BK03
1	1 to 1 correspondence of numbers, counting, subtracting	Take It Away	Dice Works	51	1-2; one 20-sided die and 100 "cube-a-links" per player, container	BK03
2	1 to 1 correspondence of numbers, counting, subtracting	Take It Away	Dice Works	51	1-2; one 20-sided die and 100 "cube-a-links" per player, container	BK03
K.CC.4	1 to 1 correspondence of numbers, counting, subtracting	Take It Away	Dice Works	51	K-1; one 12-sided die and 50 "cube-a-links" per player, container	BK03
1.OA.6	Subtraction facts to 12, writing numerals, beginning graphing	Subtract-A-Graph	Dice Works	52	Two 12-sided dice, gameboard, pencil	BK03
2.OA.2	Subtraction facts to 12, writing numerals, beginning graphing	Subtract-A-Graph	Dice Works	52	Two 12-sided dice, gameboard, pencil	BK03
1.OA.6	Subtracting from 12	Sub Track	Dice Works	53	Two 12-sided dice, gameboard, pencil	BK03
2.OA.2	Subtracting from 12	Sub Track	Dice Works	53	Two 12-sided dice, gameboard, pencil	BK03
1.OA.6	Subtracting from 12	Fill The Carton	Dice Works	54	Four 12-sided dice, counters, one numbered egg carton per player	BK03
2.OA.2	Subtracting from 12	Fill The Carton	Dice Works	54	Four 12-sided dice, counters, one numbered egg carton per player	BK03
2.OA.2	Subtracting from 20	Subtraction Shakedown	Dice Works	55	One 20-sided die per player, one 12-sided die per player	BK03
2.OA.2	Adding to 18, subtracting from 9, graphing	Reach For The Top	Dice Works	56	Two 10-sided dice, gameboard	BK03
2.OA.2	Immediate recall, subtracting from 20	Subtraction Snap	Dice Works	56	One 20-sided die, one 12-sided die	BK03
1.OA.8	Identifying the missing addend	What's Missing?	Dice Works	57	One 20-sided die, one 10-sided die, paper/pencil	BK03
1.OA.8	Identifying the missing addend	Peek A Boo	Dice Works	58	Three 12-sided dice, margarine tub	BK03
2.NBT.5	Addition, subtraction, odd/even	Sounds dicey	Dice Works	59	One 20-sided die, paper/pencil	BK03
1.OA.8	Identifying the missing addend, immediate recall	Peek A Boo Race	Dice Works	59	Six 12-sided dice, margarine tub	BK03
2.OA.2	Adding, subtracting, missing addends	Cross Overs	Dice Works	60	One 10-sided die, 1 gameboard per player, pencil	BK03
2.NBT.5	Adding and subtracting to 100, odd and even numbers	Metre Madness	Dice Works	61	One 10-sided die, metre stick, colored marker for each player	BK03
2.NBT.5	Identifying odd/even numbers, adding and regrouping	Even or Odds?	Dice Works	62	Two 10, 12, and 20-sided dice, paper/pencil	BK03
3.NBT.2	Adding of three digit numbers	Sum It Up	Dice Works	63	One 10-sided die, paper/pencil	BK03
4.NBT.1	Addition with regrouping, estimating	Guess Your Place	Dice Works	64	Two 20-sided dice, paper/pencil	BK03
4.NBT.4	Addition with regrouping, estimating	Guess Your Place	Dice Works	64	Two 20-sided dice, paper/pencil	BK03
3.OA.7	Multiplying to 144	Multi Breaker	Dice Works	67	Two 12-sided dice per player	BK03
4.NBT.5	Multiplying to 144	Multi Breaker	Dice Works	67	Two 12-sided dice per player	BK03

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3.OA.7	Multiplying to 100, odd/even numbers	Fair Game Multiplication	Dice Works	68	Two 10-sided dice per player, one regular die	BK03
3.OA.7	Recall of multiplication facts to 144	Multiplication Scramble	Dice Works	69	Two 10-sided dice per player, gameboard, pencil	BK03
4.NBT.5	Recall of multiplication facts to 144	Multiplication Scramble	Dice Works	69	Two 10-sided dice per player, gameboard, pencil	BK03
3.OA.7	Immediate recall, multiplying to 100/144	Multiplication Snap	Dice Works	70	Two 10-sided dice or two 12-sided dice	BK03
4.NBT.5	Immediate recall, multiplying to 100/144	Multiplication Snap	Dice Works	70	Two 10-sided dice or two 12-sided dice	BK03
4.NBT.5	Multiplying three factors	Figure It Out	Dice Works	71	Two 20-sided dice, one 10-sided die, paper/pencil	BK03
3.NBT.1	Multiplying to 144, rounding off to the nearest 10	The Big Round Up	Dice Works	72	Two 12-sided dice, paper/pencil, gameboard	BK03
3.OA.7	Multiplying to 144, rounding off to the nearest 10	The Big Round Up	Dice Works	72	Two 12-sided dice, paper/pencil, gameboard	BK03
4.NBT.5	Multiplying four factors, rounding off to nearest 100	A Round Of dice	Dice Works	73	Four 10-sided dice, paper/pencil, gameboard	BK03
3.OA.7	Multiplying facts to 100	On Target	Dice Works	74	Two 10-sided dice, gameboard, pencil	BK03
3.OA.7	Multiplying to 144	Three For Me	Dice Works	75	Two 12-sided dice, multiplication table , bingo chips, 2 colors	BK03
4.NBT.5	Multiplying to 144	Three For Me	Dice Works	75	Two 12-sided dice, multiplication table , bingo chips, 2 colors	BK03
4.NBT.5	Multiplication of 3 one-digit numbers	Guesstimate Those Products	Dice Works	77	Three 10-sided dice, calculator, paper/pencil	BK03
3.OA.7	Multiplying to 60	Go Forth And Multiply	Dice Works	78	One 10-sided die and one regular die per player	BK03
4.NBT.6	Dividing, multiplying, estimating, mental math	Daring Division	Dice Works	79	Two 20-sided dice, cards ace-9 (ace=1), king=0, calculator, paper/pencil	BK03
2.OA.2	Mixed operations (+, -, x, ÷)	Combo Mr. Wolf	Dice Works	83	One 12-sided die, cards ace-queen (ace=1, jack=11, queen=12)	BK03
3.OA.7	Mixed operations (+, -, x, ÷)	Combo Mr. Wolf	Dice Works	83	One 12-sided die, cards ace-queen (ace=1, jack=11, queen=12)	BK03
2.OA.2	Multi operations (+, -, x, ÷), graphing	Speedy Graphing	Dice Works	84	Two 10-sided dice, gameboard, pencil	BK03
3.OA.7	Multi operations (+, -, x, ÷), graphing	Speedy Graphing	Dice Works	84	Two 10-sided dice, gameboard, pencil	BK03
2.OA.2	Multi operations (+, -, x, ÷)	Tangle With Twenty	Dice Works	85	Two 10-sided dice per player, gameboard, pencil	BK03
3.OA.7	Multi operations (+, -, x, ÷)	Tangle With Twenty	Dice Works	85	Two 10-sided dice per player, gameboard, pencil	BK03
2.OA.2	Adding to 20, multiplying to 100	1000 Bullseye	Dice Works	86	Two 10-sided dice, paper/pencil	BK03
3.OA.7	Adding to 20, multiplying to 100	1000 Bullseye	Dice Works	86	Two 10-sided dice, paper/pencil	BK03



Summary All Books

2.OA.2	Multi operations (+, -, x, ÷)	Multi Operation Blackout	Dice Works	87	Three 10-sided dice, two hundred boards, bingo chips	BK03
3.OA.7	Multi operations (+, -, x, ÷)	Multi Operation Blackout	Dice Works	87	Three 10-sided dice, two hundred boards, bingo chips	BK03
2.OA.2	Mixed operations (+, -, x, ÷)	Target Sum	Dice Works	88	Five 12-sided dice per player, paper/pencil	BK03
3.OA.7	Mixed operations (+, -, x, ÷)	Target Sum	Dice Works	88	Five 12-sided dice per player, paper/pencil	BK03
2.OA.2	Mixed operations (+, -, x, ÷)	Cut It Out!	Dice Works	89	One 20-sided die, cards ace-queen (ace=1, jack=11, queen=12), paper/pencil	BK03
3.OA.7	Mixed operations (+, -, x, ÷)	Cut It Out!	Dice Works	89	One 20-sided die, cards ace-queen (ace=1, jack=11, queen=12), paper/pencil	BK03
2.OA.2	Mixed operations (+, -, x, ÷)	Freezing Forty-Five	Dice Works	90	Two 12-sided dice, paper, pencil	BK03
3.OA.7	Mixed operations (+, -, x, ÷)	Freezing Forty-Five	Dice Works	90	Two 12-sided dice, paper, pencil	BK03
2.OA.2	Mixed operations (+, -, x, ÷), problem solving, missing addends, minuends, factors, divisors	Card Target	Dice Works	91	One 12-sided die, cards ace-king (ace=1, jack=11, queen=12, king=0)	BK03
3.OA.7	Mixed operations (+, -, x, ÷), problem solving, missing addends, minuends, factors, divisors	Card Target	Dice Works	91	One 12-sided die, cards ace-king (ace=1, jack=11, queen=12, king=0)	BK03
2.OA.2	Mixed operations (+, -, x, ÷), exponents	Team Work	Dice Works	93	One 12-sided die, cards ace-king (ace=1, jack=11, queen=12, king=0)	BK03
3.OA.7	Mixed operations (+, -, x, ÷), exponents	Team Work	Dice Works	93	One 12-sided die, cards ace-king (ace=1, jack=11, queen=12, king=0)	BK03
2.OA.2	Mixed operations (+, -, x, ÷), problem solving	Combo Five	Dice Works	95	One 20-sided die, cards ace-king (ace=1, jack=11, queen=12, king=0)	BK03
3.OA.7	Mixed operations (+, -, x, ÷), problem solving	Combo Five	Dice Works	95	One 20-sided die, cards ace-king (ace=1, jack=11, queen=12, king=0)	BK03
2.OA.2	Mixed operations (+, -, x, ÷)	10 Card Pile Up	Dice Works	97	One 20-sided die	BK03
3.OA.7	Mixed operations (+, -, x, ÷)	10 Card Pile Up	Dice Works	97	One 20-sided die	BK03
3.NF.1	Identifying fractions, illustrating fractions	Name It	Dice Works	101	One 12-sided die, pencil/paper	BK03
3.NF.1	Identifying proper fractions, illustrating fractions	Fun Fractions	Dice Works	102	Two 12-sided dice, pencil/paper	BK03
4.NF.2	Recognizing, naming and comparing fractions	Fraction Frazzle	Dice Works	103	Two 12-sided dice, pencil/paper	BK03
4.NF.2	Identifying and naming fractions	Frace	Dice Works	104	Two 12-sided dice, one per player	BK03
4.NF.2	Comparing fractions	Friendly Fractions	Dice Works	105	Two 12-side3d dice, pencil/paper	BK03

Summary All Books

4.NF.4	Doubles, comparing fractions, simplifying fractions, finding common denominators	Fraction Doubles	Dice Works	106	Two 12-side3d dice, pencil/paper	BK03
5.NF.1	Adding fractions	Fraction Freeze	Dice Works	107	Two 12-side3d dice, pencil/paper	BK03
5.G.1	Graphing, identifying coordinates	Hide And Seek	Dice Works	109	Two 12-sided dice, one grid per player, pencil	BK03
5.G.2	Graphing, identifying coordinates	Hide And Seek	Dice Works	109	Two 12-sided dice, one grid per player, pencil	BK03
5.G.2	Graphing	Target Three	Dice Works	110	Two 10-sided dice per player, gameboard, pencil	BK03
2.MD.8	Learning the money legend, names of coins and dollar bills, value of coins	Money Legend Game One	Rolling in the Dough	15	Mixed coins and one dollar bills, 2 dice	BK04
2.MD.8	Learning the money legend, names of coins and dollar bills	Money Legend Game Two	Rolling in the Dough	17	Mixed coins and dollar bills, die	BK04
4.NBT.7	Learning the money legend, names of coins and dollar bills	Money Legend Game Two	Rolling in the Dough	17	Mixed coins and dollar bills, die	BK04
2.MD.8	Learning the money legend, counting mixed coins and bills	Money Legend Game Three	Rolling in the Dough	19	Mixed coins and dollar bills, die	BK04
4.NBT.7	Learning the money legend, counting mixed coins and bills	Money Legend Game Three	Rolling in the Dough	19	Mixed coins and dollar bills, die	BK04
2.MD.8	Learning the double money legend, odd/even, comparing values of money, counting mixed coins and dollar bills	Money Legend Game Four	Rolling in the Dough	20	Mixed coins and dollar bills, two dice per player	BK04
2.OA.3	Learning the double money legend, odd/even, comparing values of money, counting mixed coins and dollar bills	Money Legend Game Four	Rolling in the Dough	20	Mixed coins and dollar bills, two dice per player	BK04
K.CC.1	Counting pennies, predicting	Growing In Pennies	Rolling in the Dough	22	Pennies, paper, pencil	BK04
2.MD.8	Learning the money legend, names of coins and dollar bills, comparing coin and bill values	Money War	Rolling in the Dough	23	Dice, mixed coins and dollar bills	BK04
2.MD.8	Counting coins, trading coins, learning the calendar, ordinals	Making "Allowances"	Rolling in the Dough	24	Calendar – 1 page/player, dice, pennies, dimes	BK04
K.CC.1	Counting coins, trading coins, learning the calendar, ordinals	Making "Allowances"	Rolling in the Dough	24	Calendar – 1 page/player, dice, pennies, dimes	BK04
2.MD.8	Counting mixed coins and dollar bills, calendar	Easy Money	Rolling in the Dough	25	Calendar – 1 page/player, mixed coins and dollar bills, dice	BK04
4.NF.6	Counting mixed coins and dollar bills, calendar	Easy Money	Rolling in the Dough	25	Calendar – 1 page/player, mixed coins and dollar bills, dice	BK04

Summary All Books

2.MD.8	Counting pennies, dimes, trading coins	"Pig Out"	Rolling in the Dough	26	Pennies, dimes, place value gameboard, die	BK04
K.CC.1	Adding/subtracting pennies, predicting, odd/even	Piggy Bank or Bust	Rolling in the Dough	27	Die, pennies, small container, paper/pencil for tallying	BK04
K.CC.4	Adding/subtracting pennies, predicting, odd/even	Piggy Bank or Bust	Rolling in the Dough	27	Die, pennies, small container, paper/pencil for tallying	BK04
2.MD.8	Trading pennies for nickels	Nickel Exchange	Rolling in the Dough	28	Pennies, nickels, die/player	BK04
2.NBT.2	Counting nickels	Nickels to None	Rolling in the Dough	29	Cards (ace=1) -10, nickels, gameboard	BK04
2.NBT.2	Counting dimes	Dizzy Dimes	Rolling in the Dough	30	Cards (ace=1) -10, dimes, gameboard	BK04
K.CC.1	Counting dimes	Dizzy Dimes	Rolling in the Dough	30	Cards (ace=1) -10, dimes, gameboard	BK04
2.NBT.2	Counting dimes	Dollar Daze Target	Rolling in the Dough	31	Cards (ace=1) -9, gameboard, dimes	BK04
K.CC.1	Counting dimes	Dollar Daze Target	Rolling in the Dough	31	Cards (ace=1) -9, gameboard, dimes	BK04
2.MD.8	Counting nickels, prediction, odd/even	Nuts About Nickels	Rolling in the Dough	33	Die, nickels, small container, paper/pencil	BK04
2.NBT.2	Counting nickels, prediction, odd/even	Nuts About Nickels	Rolling in the Dough	33	Die, nickels, small container, paper/pencil	BK04
2.OA.3	Counting nickels, prediction, odd/even	Nuts About Nickels	Rolling in the Dough	33	Die, nickels, small container, paper/pencil	BK04
2.MD.8	Counting pennies, nickels and dimes, prediction`	Piggy Bank Mixer	Rolling in the Dough	34	Die, pennies, nickels, dimes, small container, paper/pencil	BK04
2.MD.8	Counting pennies, nickels, dimes	Keep a Budget	Rolling in the Dough	35	Pennies, nickels, dimes, dice	BK04
2.MD.10	Counting pennies, dimes, graphing	Break the Bank	Rolling in the Dough	36	Die, pennies, dimes, gameboard	BK04
2.MD.8	Counting pennies, dimes, graphing	Break the Bank	Rolling in the Dough	36	Die, pennies, dimes, gameboard	BK04
2.MD.8	Counting mixed coins	Dollars Make Sense	Rolling in the Dough	42	Die, pennies, nickels, dimes, quarters	BK04
4.NF.6	Counting mixed coins	Dollars Make Sense	Rolling in the Dough	42	Die, pennies, nickels, dimes, quarters	BK04
2.MD.8	Counting money, problem solving	Roll a Bundles	Rolling in the Dough	43	Mixed coins and dollar bills, 5 regular dice, gameboard	BK04
2.MD.8	Counting mixed coins/dollar bills	Super Roll a Bundle	Rolling in the Dough	45	Mixed coins/dollar bills, 5 regular dice, gameboard	BK04
5.NBT.7	Counting mixed coins/dollar bills	Super Roll a Bundle	Rolling in the Dough	45	Mixed coins/dollar bills, 5 regular dice, gameboard	BK04
2.MD.8	Counting mixed coins	Extra Earnings	Rolling in the Dough	46	Mixed coins, 2 dice, student-constructed earnings chart	BK04
5.NBT.7	Counting mixed coins	Extra Earnings	Rolling in the Dough	46	Mixed coins, 2 dice, student-constructed earnings chart	BK04
5.NBT.7	Counting mixed coins	Total Noncents	Rolling in the Dough	47	Cards (ace=1) -6, mixed coins	BK04
5.NBT.7	Counting coins, predicting values, mental computation for higher levels	Mystery Coins	Rolling in the Dough	48	Mixed coins, small container, paper/pencil	BK04

Summary All Books

5.NBT.7	Identifying missing coins, counting mixed coins, problem solving	Pocket Riddler	Rolling in the Dough	49	Mixed coins	BK04
5.NBT.7	Adding, subtracting, multiplying, dividing, counting mixed coins to \$1.00	"Centsible" Race to \$1.00	Rolling in the Dough	50	2 dice/player, paper/pencil, mixed coins	BK04
5.NBT.7	Counting money	Simple Duelling Dollars	Rolling in the Dough	51	Cards (ace -6), mixed coins and dollar bills, 1 gameboard per player	BK04
5.NBT.7	Adding coins/dollar bills	Duelling Dollars	Rolling in the Dough	52	Cards (ace -5), mixed coins and dollar bills, 1 gameboard per player	BK04
1.NBT.3	Counting coins, greater than/less than, problem solving	Coin Guess	Rolling in the Dough	54	Mixed coins, small container, paper/pencil, 1 gameboard per player	BK04
2.MD.8	Counting coins, greater than/less than, problem solving	Coin Guess	Rolling in the Dough	54	Mixed coins, small container, paper/pencil, 1 gameboard per player	BK04
1.NBT.3	Counting mixed coins, greater than/less than, between, comparing coin values	Hidden Values	Rolling in the Dough	55	Mixed coins, die	BK04
2.MD.8	Counting mixed coins, greater than/less than, between, comparing coin values	Hidden Values	Rolling in the Dough	55	Mixed coins, die	BK04
5.NBT.7	Adding to two dollars, problem solving	Frozen Dollars	Rolling in the Dough	57	Mixed coins and dollar bills, 2 dice, gameboard	BK04
2.MD.8	Counting all coins and dollar bills	"Hand" Sum Value	Rolling in the Dough	59	Cards (ace -6)	BK04
4.NF.6	Counting all coins and dollar bills	"Hand" Sum Value	Rolling in the Dough	59	Cards (ace -6)	BK04
2.MD.8	Place value to 100, money notation, adding money	Dollar Scramble	Rolling in the Dough	60	Cards (ace=1) -9, gameboard, paper/pencil, mixed coin	BK04
5.NBT.7	Place value to 100, money notation, adding money	Dollar Scramble	Rolling in the Dough	60	Cards (ace=1) -9, gameboard, paper/pencil, mixed coin	BK04
2.MD.8	Adding and counting pennies, nickels, dimes, quarters, and half dollars, problem solving	Dynamo Dollar	Rolling in the Dough	62	Mixed coins, 2 dice, gameboard	BK04
2.NBT.5	Adding and counting pennies, nickels, dimes, quarters, and half dollars, problem solving	Dynamo Dollar	Rolling in the Dough	62	Mixed coins, 2 dice, gameboard	BK04
5.NBT.7	Adding/counting mixed coins and dollar bills, problem solving	Give Me Five	Rolling in the Dough	63	Mixed coins/dollar bills, 2 dice, gameboard	BK04
2.MD.8	Trading change, subtracting mixed coins	2 Dollar Debit	Rolling in the Dough	64	Die, mixed coins and 2 one dollar bills	BK04
5.NBT.7	Trading change, subtracting mixed coins	2 Dollar Debit	Rolling in the Dough	64	Die, mixed coins and 2 one dollar bills	BK04

Summary All Books

2.MD.8	Counting/subtracting, trading coins	Subtracting Duelling Dollars	Rolling in the Dough	66	Cards (ace -5), mixed coins and dollar bills, 1 gameboard per player	BK04
5.NBT.7	Counting/subtracting, trading coins	Subtracting Duelling Dollars	Rolling in the Dough	66	Cards (ace -5), mixed coins and dollar bills, 1 gameboard per player	BK04
2.MD.8	Counting coins and dollar bills, problem solving	A Buyer's Market	Rolling in the Dough	68	Mixed coins/dollar bills, 2 dice, cards (ace=1) - 9 and king=0, gameboard	BK04
5.NBT.7	Counting coins and dollar bills, problem solving	A Buyer's Market	Rolling in the Dough	68	Mixed coins/dollar bills, 2 dice, cards (ace=1) - 9 and king=0, gameboard	BK04
2.MD.8	Adding/subtracting/multiplying money	Target A Dollar	Rolling in the Dough	70	5 dice, gameboard, pencil, mixed coins	BK04
5.NBT.7	Adding/subtracting/multiplying money	Target A Dollar	Rolling in the Dough	70	5 dice, gameboard, pencil, mixed coins	BK04
2.MD.8	Adding/subtracting/multiplying money, problem solving	Ten Buck Trader	Rolling in the Dough	72	5 dice, gameboard, pencil, mixed coins and dollar bills, cards (ace -9) and king=0	BK04
5.NBT.7	Adding/subtracting/multiplying money, problem solving	Ten Buck Trader	Rolling in the Dough	72	5 dice, gameboard, pencil, mixed coins and dollar bills, cards (ace -9) and king=0	BK04
2.MD.8	Adding an accumulative total of mixed coins and dollar bills, money notation	Climb The Ladder	Rolling in the Dough	74	1 die, mixed coins and dollar bills, gameboard	BK04
5.NBT.7	Adding an accumulative total of mixed coins and dollar bills, money notation	Climb The Ladder	Rolling in the Dough	74	1 die, mixed coins and dollar bills, gameboard	BK04
2.MD.8	Adding accumulative total of mixed coins, trading coins	Trading To The Top	Rolling in the Dough	76	2 dice, mixed coins and dollar bills	BK04
5.NBT.7	Adding accumulative total of mixed coins, trading coins	Trading To The Top	Rolling in the Dough	76	2 dice, mixed coins and dollar bills	BK04
2.MD.8	Counting coins, problem solving	"Centsible" Moves	Rolling in the Dough	77	Cards (ace -9) and king=0, , mixed coins and dollar bills, one bingo chip	BK04
5.NBT.7	Counting coins, problem solving	"Centsible" Moves	Rolling in the Dough	77	Cards (ace -9) and king=0, , mixed coins and dollar bills, one bingo chip	BK04
7.NS.1	Subtraction with regrouping, integers, counting coins and dollar bills, problem solving	The Overdraft Blues	Rolling in the Dough	82	Cards (ace=1) -9, paper, pencil, gameboard, mixed coins and dollar bills	BK04
2.MD.8	Counting coins, problem solving	Selective Cents	Rolling in the Dough	84	Die, mixed coins, cards (ace=1) -9, paper/pencil	BK04
5.NBT.7	Multiplying, estimating, mental computation	Tax Time War	Rolling in the Dough	85	Cards (ace=1) -10, tax table, calculator	BK04
6.RP.3	Multiplying, mental computation	Snappy Taxes	Rolling in the Dough	87	Cards (ace=1) -10, tax table	BK04
6.RP.3	Multiplying, estimating, mental computation	Taxing Estimations	Rolling in the Dough	88	Cards (ace=1) -10, tax table, calculator, paper/pencil	BK04

Summary All Books

K-5	Designing coins, learning parts of the coin	In Mint Condition	Rolling in the Dough	91	Coins from different countries, old buttons, plasticine, clay, saltplay dough, modeling tools	BK04
3.MD.3	Graphing	Graphing Coin Collections	Rolling in the Dough	92	20 pennies per student, gameboard	BK04
4.NBT.2	Graphing	Graphing Coin Collections	Rolling in the Dough	92	20 pennies per student, gameboard	BK04
2.MD.10	Classification	Grading of Coins	Rolling in the Dough	94	Pennies with a wide range of mint dates	BK04
2.MD.8	Recognizing coins	Match up Mania	Rolling in the Dough	96	Coins, encyclopedias	BK04
2.MD.9	Estimating, predicting, counting coins	Weight Problems	Rolling in the Dough	97	Mixed coins, scale	BK04
3.MD.2	Estimating, predicting, counting coins	Weight Problems	Rolling in the Dough	97	Mixed coins, scale	BK04
2.MD.8	Counting mixed coins	Pocket Change	Rolling in the Dough	98	Mixed coins	BK04
2.MD.8	Identifying missing coins, problem solving	"This is a Stick Up"	Rolling in the Dough	99	Mixed coins, 3M "stick-ums"	BK04
2.MD.8	Counting mixed coins and filling out a deposit slip	Banking Your Allowance	Rolling in the Dough	100	Mixed coins and dollar bills, gameboard	BK04
4.NF.6	Counting mixed coins and filling out a deposit slip	Banking Your Allowance	Rolling in the Dough	100	Mixed coins and dollar bills, gameboard	BK04
2.MD.8	Counting mixed coins and filling out checks and invoices	Check It Out	Rolling in the Dough	101	Mixed coins and dollar bills, gameboard, pencil	BK04
4.NF.6	Counting mixed coins and filling out checks and invoices	Check It Out	Rolling in the Dough	101	Mixed coins and dollar bills, gameboard, pencil	BK04
K-5	Brainstorming money related facts	Money Talks	Rolling in the Dough	102	Paper/pencil, timer	BK04
5.NBT.7	Making change from \$10.00	Working The Till	Rolling in the Dough	103	Cards (ace=1) -9, and king=0, mixed coins/bills	BK04
2.NBT.5	Adding mixed coins	Brown Bag It	Rolling in the Dough	104	Assorted mixed coins, bagged lunch, paper/pencil, 'Price Menu' for today's lunch, calculator	BK04
2.NBT.5	Adding value of coins	What's In A Name?	Rolling in the Dough	105	Assorted mixed coins, paper/pencil	BK04
2.MD.8	Adding nickels/dimes, odd/even	Costly Costume Jewelry	Rolling in the Dough	106	Die, Fruit Loops, Cheerios, string, dimes/nickels	BK04
4.NF.7	Decision making, price comparing, greater than/less than/ equal to, subtracting differences, recording and debriefing data in graph form	Bargain Hunters	Rolling in the Dough	107	Visit local grocery store(s), paper/pencil, calculator	BK04
5.NBT.7	Mental estimation, counting mixed coins	Coupon Craze	Rolling in the Dough	108	Coupons, calculator, mixed coins	BK04
5.NBT.7	Checking sales receipts	Sales Receipt Review	Rolling in the Dough	109	Sales receipts, calculators	BK04

Summary All Books

5.NBT.7	Price comparison, division	“Cheaper By The Dozen”	Rolling in the Dough	110	Field trip to food store or grocery store flyer, calculators	BK04
4.MD.5	Problem solving, converting fractions to decimals, reading tables for information, operations, graphing	The Stock Market	Rolling in the Dough	111	Business section of the newspaper, calculator, paper/pencil	BK04
5.NBT.7	Problem solving, converting fractions to decimals, reading tables for information, operations, graphing	The Stock Market	Rolling in the Dough	111	Business section of the newspaper, calculator, paper/pencil	BK04
1.MD.4	Number recognition, collecting and organizing data in a bar graph, probability	Junior Reach for the Top	Math Attack	15	1 thirty-sided die, gameboard, pencil	BK05
1.NBT.1	Number recognition, collecting and organizing data in a bar graph, probability	Junior Reach for the Top	Math Attack	15	1 thirty-sided die, gameboard, pencil	BK05
1.NBT.1	Number recognition, odd/even, probability	Roll I and Graph It	Math Attack	16	1 thirty-sided die, gameboard, paper/pencil	BK05
1.NBT.1	Number recognition	Number Recognition Bingo	Math Attack	17	1 thirty-sided die, 1 thirty-squared bingo gameboard per player, 20 markers per player	BK05
1.NBT.1	Number recognition	Bingo Bump	Math Attack	18	1 thirty-squared bingo gameboard, , 20 markers per player, each w/own color	BK05
1.NBT.1	Sequencing numbers 1-30	Next In Line	Math Attack	19	1 thirty-sided die per player, paper/pencil	BK05
K.CC.2	Sequencing numbers 1-30	Next In Line	Math Attack	19	1 thirty-sided die per player, paper/pencil	BK05
K-1	Sequencing numbers 1-30	Back Of The Bus	Math Attack	20	1 thirty-sided die per player, paper/pencil	BK05
1.NBT.1	Number recognition	Give Me Five	Math Attack	21	1 thirty-sided die, 1 blank thirty-squared gameboard, colored markers, paper, pencil	BK05
1.NBT.3	Comparing numbers, greater than/less than	Number War	Math Attack	22	1 thirty-sided die per player, markers	BK05
1.NBT.3	Comparing numbers, greater than/less than, odd/even	Hi Lo Freeze	Math Attack	23	1 thirty-sided die per player, cards (ace=1) -9, paper/pencil	BK05
1.NBT.3	Sequencing numbers 1-30	Betweeners	Math Attack	24	1 thirty-sided die per player, markers	BK05
1.NBT.3	Identifying range of 2 numbers, betweeness	Home, Home on the Range	Math Attack	25	1 thirty-sided die per player, paper/pencil	BK05
1.NBT.3	Greater than/less than, between, number recognition, probability	Just Between Us	Math Attack	27	2 thirty-sided dice, paper/pencil	BK05
1.NBT.3	Place value, greater/less than	If The Number Fits	Math Attack	28	2 thirty-sided die, cards (ace=1) -9 and king-0	BK05
4.NBT.2	Comparing numbers to thousands, place value	Place Value War	Math Attack	29	2 thirty-sided dice per player, counters	BK05

Summary All Books

4.NBT.2	Place value, number recognition	Place Value Match	Math Attack	30	2 thirty-sided dice, cards (ace=1) -9 and king-0	BK05
1.NBT.3	Sequencing numbers, probability, problem solving – using logical reasoning, making predictions	Mystery Roll	Math Attack	31	1 thirty-sided die per player, paper/pencil	BK05
2.NBT.5	Addition of 2-digit numbers with regrouping	Mystery Roll Challengers	Math Attack	34	2 thirty-sided dice per player	BK05
4.NBT.5	Multiplication of 2-digit factors, or place value to thousands	Mystery Roll Challengers	Math Attack	34	2 thirty-sided dice per player	BK05
4.NBT.2	Expanding numbers, adding to 10,000's	Big Time Numbers	Math Attack	35	1 thirty-sided die per player, paper/pencil	BK05
4.NBT.4	Expanding numbers, adding to 10,000's	Big Time Numbers	Math Attack	35	1 thirty-sided die per player, paper/pencil	BK05
4.NBT.2	Addition of several addends with regrouping, estimations	Place Value Predictions	Math Attack	37	3 thirty-sided dice, paper/pencil, calculator	BK05
2.NBT.5	Adding 2-digit numbers with regrouping	The 30's War	Math Attack	41	1 thirty-sided die, cards (ace=1) -9, king=0, paper/pencil	BK05
2.NBT.5	3 addend addition	Add Up	Math Attack	42	1 thirty-sided die per player, cards (ace=1) -6 (gr 2-3); (ace=1) -10 (gr 4 and up)	BK05
2.NBT.5	Adding 2-digit numbers with regrouping	Addstravaganza (Adding War)	Math Attack	43	2 thirty-sided dice per player, counters, paper/pencil	BK05
2.NBT.5	Adding 2-digit numbers with regrouping, odd/even	Fair 30's	Math Attack	44	2 thirty-sided dice per player, 1 regular die, bingo chips	BK05
2.OA.3	Adding 2-digit numbers with regrouping, odd/even	Fair 30's	Math Attack	44	2 thirty-sided dice per player, 1 regular die, bingo chips	BK05
2.NBT.5	Adding 2-digit numbers with regrouping, sums to 60	Addition Bingo	Math Attack	45	2 thirty-sided dice, 1 thirty-sided bingo gameboard per player, up to 60 bingo chips per player, paper/pencil	BK05
2.NBT.5	Number recognition, adding with regrouping, estimating, subtracting from 30, probability	Freeze For Thirty	Math Attack	46	1 thirty-sided die, paper/pencil	BK05
2.NBT.5	Subtraction, facts from 30	Sub-War	Math Attack	47	1 thirty-sided die per player, cards (ace=1) -9, king=0, paper/pencil	BK05
2.MD.10	Addition/subtraction of 2-digit numbers with regrouping, collecting and organizing data on a bar graph, probability	Reaching For the Top (Adding/Subtracting)	Math Attack	48	2 thirty-sided dice, gameboard, pencil	BK05
2.NBT.5	Addition/subtraction of 2-digit numbers with regrouping, collecting and organizing data on a bar graph, probability	Reaching For the Top (Adding/Subtracting)	Math Attack	48	2 thirty-sided dice, gameboard, pencil	BK05



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2.NBT.5	Subtracting 2-digit numbers with regrouping	Subtraction Action (Subtraction War)	Math Attack	49	2 thirty-sided dice per player, counters	BK05
2.NBT.5	Subtracting 2-digit numbers with regrouping	Subtraction Bingo	Math Attack	50	2 thirty-sided dice per player, 1 thirty-sided bingo gameboard per player, 20 markers per player	BK05
2.NBT.5	Addition of 2 addends with regrouping	Addin' Snappin'	Math Attack	51	1 thirty-sided die per player, counters	BK05
2.NBT.5	Subtraction facts with regrouping	Subtractin' Snappin'	Math Attack	52	1 thirty-sided die per player, counters	BK05
2.NBT.5	Addition of 2 addends with regrouping, odd/even	Even/Odd Snappers	Math Attack	53	1 thirty-sided die per player, counters	BK05
2.OA.3	Addition of 2 addends with regrouping, odd/even	Even/Odd Snappers	Math Attack	53	1 thirty-sided die per player, counters	BK05
2.NBT.5	Adding doubles	Double Or Nothing	Math Attack	54	1 thirty-sided die, counters	BK05
2.NBT.5	Adding doubles, subtraction with regrouping	In Trouble Doubles	Math Attack	55	2 thirty-sided dice, counters	BK05
2.NBT.5	Addition of 3 addends, sums with regrouping	Pushing A 100	Math Attack	56	1 thirty-sided die per player, counters	BK05
2.NBT.5	Adding/subtracting, missing addends	Secretive Addends	Math Attack	57	2 thirty-sided dice, cards (ace=1) -9, king=0, paper/pencil	BK05
2.NBT.5	Probability, adding 2-digit numbers with regrouping, sums to 100, mental estimation	Roll To 100	Math Attack	58	1 thirty-sided die, 1 gameboard per player, pencil	BK05
2.NBT.5	Probability, subtracting 2-digit numbers with regrouping, mental estimation	100 Wipe Out	Math Attack	60	1 thirty-sided die, 1 gameboard per player, pencil	BK05
2.NBT.5	Adding 2-digit numbers with regrouping, sums to 150	Hi Lo Challenger	Math Attack	61	1 thirty-sided die per player, cards (ace=1) -9, calculator, paper/pencil	BK05
3.NBT.2	Adding 2-digit numbers with regrouping, sums to 150	Hi Lo Challenger	Math Attack	61	1 thirty-sided die per player, cards (ace=1) -9, calculator, paper/pencil	BK05
2.NBT.5	Number recognition, adding 2-digit numbers with regrouping, problem solving	Block Out	Math Attack	62	1 thirty-sided die, 1 thirty-sided gameboard with numbers 1-30, markers	BK05
3.NBT.2	Addition of several addends with regrouping, predicting, estimation	Sums By Five	Math Attack	63	3 thirty-sided dice, calculator, paper/pencil	BK05
2.NBT.5	Adding/subtracting 2-digit numbers with regrouping, odd/even	One Thousand and Holding	Math Attack	64	1 thirty-sided die per player, paper/pencil	BK05
3.NBT.2	Adding with regrouping to 1000's	30 Sum Thing	Math Attack	65	1 thirty-sided die, gameboard, paper/pencil	BK05

Summary All Books

7.NS.1	Adding integers	Snappy Integers	Math Attack	67	1 different colored thirty-sided die per player, counters, paper/pencil	BK05
3.OA.7	Factoring, multiplying	Factor find	Math Attack	71	1 thirty-sided die, 1 deck of cards: half the deck for each player (i.e., 2 suits each (ace=1) - 9, jack=11, queen=12, king=wild)	BK05
4.OA.4	Factoring, multiplying	Factor find	Math Attack	71	1 thirty-sided die, 1 deck of cards: half the deck for each player (i.e., 2 suits each (ace=1) - 9, jack=11, queen=12, king=wild)	BK05
3.OA.7	Multiplying/dividing/factoring	Multiple Madness	Math Attack	72	2 thirty-sided dice per player, 5 regular dice	BK05
4.OA.4	Multiplying/dividing/factoring	Multiple Madness	Math Attack	72	2 thirty-sided dice per player, 5 regular dice	BK05
4.OA.4	Multiplying/dividing/factoring	Multiple Madness	Math Attack	72	2 thirty-sided dice per player, 5 regular dice	BK05
3.OA.7	Factoring/multiplying/dividing, adding 2-digit numbers with regrouping	Multiples To The End	Math Attack	73	1 thirty-sided die, paper/pencil	BK05
4.OA.4	Factoring/multiplying/dividing, adding 2-digit numbers with regrouping	Multiples To The End	Math Attack	73	1 thirty-sided die, paper/pencil	BK05
4.NBT.5	Multiplication of 2-digit numbers	Multiplication Match Up (Multiplication War)	Math Attack	74	2 thirty-sided dice per player, counters, calculators, paper/pencil	BK05
4.NBT.5	Multiplication of 2-digit numbers	Multiplication Estimation	Math Attack	75	2 thirty-sided dice, calculator, paper/pencil	BK05
3.OA.6	Grouping for division	The Thirties Groupies	Math Attack	76	2 thirty-sided dice, counters, cards (ace=1) -9, paper/pencil	BK05
3.OA.7	Grouping for division	The Thirties Groupies	Math Attack	76	2 thirty-sided dice, counters, cards (ace=1) -9, paper/pencil	BK05
4.NBT.6	Division	Rolling Remainders	Math Attack	77	2 thirty-sided dice, 1 hundred board per player, markers	BK05
4.NBT.6	Multiplying/dividing/factoring	Factor Fun	Math Attack	78	1 thirty-sided die per player, cards (ace=1) -9, counters, paper/pencil	BK05
4.NBT.5	Multiplication of 2-digit numbers, estimation	Productive Pondering	Math Attack	79	2 thirty-sided dice, paper/pencil	BK05
4.NBT.6	Dividing/multiplying/estimating, mental math	Dicey Division	Math Attack	80	2 thirty-sided dice, cards (ace=1) -9, king=0, calculator, paper/pencil	BK05
5.NBT.6	Dividing	All That Remains	Math Attack	81	3 thirty-sided dice, calculator, paper/pencil	BK05
2.NBT.5	Mixed operations	Sixty Something	Math Attack	85	2 thirty-sided dice, paper/pencil	BK05
3.OA.7	Mixed operations	Sixty Something	Math Attack	85	2 thirty-sided dice, paper/pencil	BK05

Summary All Books

2.OA.2	Mixed operations	Criss Cross	Math Attack	86	1 thirty-sided die, 1 gameboard per player, pencil	BK05
3.OA.7	Mixed operations	Criss Cross	Math Attack	86	1 thirty-sided die, 1 gameboard per player, pencil	BK05
5.OA.2	Mixed operations	Criss Cross	Math Attack	86	1 thirty-sided die, 1 gameboard per player, pencil	BK05
2.OA.2	Mixed operations	Rock Around The Clock	Math Attack	88	1 thirty-sided die per player, cards (ace=1) -12, jack=11, queen=12	BK05
3.OA.7	Mixed operations	Rock Around The Clock	Math Attack	88	1 thirty-sided die per player, cards (ace=1) -12, jack=11, queen=12	BK05
5.OA.2	Mixed operations	Rock Around The Clock	Math Attack	88	1 thirty-sided die per player, cards (ace=1) -12, jack=11, queen=12	BK05
2.OA.2	Mixed operations	The Cutting Edge	Math Attack	90	1 thirty-sided die, deck of cards (ace=1) -10, jack=11, queen=12, king=0, paper/pencil	BK05
3.OA.7	Mixed operations	The Cutting Edge	Math Attack	90	1 thirty-sided die, deck of cards (ace=1) -10, jack=11, queen=12, king=0, paper/pencil	BK05
5.OA.2	Mixed operations	The Cutting Edge	Math Attack	90	1 thirty-sided die, deck of cards (ace=1) -10, jack=11, queen=12, king=0, paper/pencil	BK05
2.OA.2	Adding, subtracting, multiplying, dividing, exponents	Secret Cheat	Math Attack	91	1 thirty-sided die per player, 1 or 2 decks of cards mixed (ace=1) -10, jack=11, queen=12, king=0	BK05
3.OA.7	Adding, subtracting, multiplying, dividing, exponents	Secret Cheat	Math Attack	91	1 thirty-sided die per player, 1 or 2 decks of cards mixed (ace=1) -10, jack=11, queen=12, king=0	BK05
5.OA.2	Adding, subtracting, multiplying, dividing, exponents	Secret Cheat	Math Attack	91	1 thirty-sided die per player, 1 or 2 decks of cards mixed (ace=1) -10, jack=11, queen=12, king=0	BK05
6.EE.1	Adding, subtracting, multiplying, dividing, exponents	Secret Cheat	Math Attack	91	1 thirty-sided die per player, 1 or 2 decks of cards mixed (ace=1) -10, jack=11, queen=12, king=0	BK05
2.OA.2	Mixed operations	Reach For The Top Challenger	Math Attack	93	2 thirty-sided dice, gameboard, pencil	BK05
3.OA.7	Mixed operations	Reach For The Top Challenger	Math Attack	93	2 thirty-sided dice, gameboard, pencil	BK05
5.OA.2	Mixed operations	Reach For The Top Challenger	Math Attack	93	2 thirty-sided dice, gameboard, pencil	BK05
2.OA.2	Mixed operations, exponents	Team Total	Math Attack	94	1 thirty-sided die ,1 deck of cards (ace=1) -10, jack=11, queen=12, king=0	BK05

Summary All Books

3.OA.7	Mixed operations, exponents	Team Total	Math Attack	94	1 thirty-sided die ,1 deck of cards (ace=1) -10, jack=11, queen=12, king=0	BK05
5.OA.2	Mixed operations, exponents	Team Total	Math Attack	94	1 thirty-sided die ,1 deck of cards (ace=1) -10, jack=11, queen=12, king=0	BK05
6.EE.1	Mixed operations, exponents	Team Total	Math Attack	94	1 thirty-sided die ,1 deck of cards (ace=1) -10, jack=11, queen=12, king=0	BK05
2.OA.2	Mixed operations, mental math	Calendar Sums	Math Attack	96	3 thirty-sided dice, gameboard, bingo chips	BK05
3.OA.7	Mixed operations, mental math	Calendar Sums	Math Attack	96	3 thirty-sided dice, gameboard, bingo chips	BK05
5.OA.2	Mixed operations, mental math	Calendar Sums	Math Attack	96	3 thirty-sided dice, gameboard, bingo chips	BK05
6.EE.1	Mixed operations, mental math	Calendar Sums	Math Attack	96	3 thirty-sided dice, gameboard, bingo chips	BK05
5.OA.2	Mixed operations, Order of Operations, problem solving	Sweet 16	Math Attack	98	1 thirty-sided , cards (ace=1) -k, jack=11, queen=12, king=0	BK05
2.OA.2	Mixed operations, problem solving	Sweet 16	Math Attack	98	1 thirty-sided , cards (ace=1) -k, jack=11, queen=12, king=0	BK05
3.OA.7	Mixed operations, problem solving	Sweet 16	Math Attack	98	1 thirty-sided , cards (ace=1) -k, jack=11, queen=12, king=0	BK05
6.EE.1	Mixed operations, problem solving	Sweet 16	Math Attack	98	1 thirty-sided , cards (ace=1) -k, jack=11, queen=12, king=0	BK05
2.OA.2	Mixed operations	Right On Target	Math Attack	100	2 thirty-sided dice, gameboard, bingo chips	BK05
3.OA.7	Mixed operations	Right On Target	Math Attack	100	2 thirty-sided dice, gameboard, bingo chips	BK05
5.OA.2	Mixed operations	Right On Target	Math Attack	100	2 thirty-sided dice, gameboard, bingo chips	BK05
6.EE.1	Mixed operations	Right On Target	Math Attack	100	2 thirty-sided dice, gameboard, bingo chips	BK05
2.OA.2	Mixed operations	Bullseye	Math Attack	102	1 thirty-sided die, 5 regular dice, gameboard, paper/pencil	BK05
3.OA.7	Mixed operations	Bullseye	Math Attack	102	1 thirty-sided die, 5 regular dice, gameboard, paper/pencil	BK05
5.OA.2	Mixed operations	Bullseye	Math Attack	102	1 thirty-sided die, 5 regular dice, gameboard, paper/pencil	BK05
6.EE.1	Mixed operations	Bullseye	Math Attack	102	1 thirty-sided die, 5 regular dice, gameboard, paper/pencil	BK05
2.OA.2	Problem solving, mixed operations	Target 100	Math Attack	104	4 thirty-side dice, paper/pencil, egg timer	BK05
3.OA.7	Problem solving, mixed operations	Target 100	Math Attack	104	4 thirty-side dice, paper/pencil, egg timer	BK05
5.OA.2	Problem solving, mixed operations	Target 100	Math Attack	104	4 thirty-side dice, paper/pencil, egg timer	BK05
6.EE.1	Problem solving, mixed operations	Target 100	Math Attack	104	4 thirty-side dice, paper/pencil, egg timer	BK05

Summary All Books

2.OA.2	Problem solving, mixed operations	Mixed Up Tic Tac Toe	Math Attack	105	3 thirty-sided dice, 30 bingo chips per player-own color, gameboard	BK05
3.OA.7	Problem solving, mixed operations	Mixed Up Tic Tac Toe	Math Attack	105	3 thirty-sided dice, 30 bingo chips per player-own color, gameboard	BK05
5.OA.2	Problem solving, mixed operations	Mixed Up Tic Tac Toe	Math Attack	105	3 thirty-sided dice, 30 bingo chips per player-own color, gameboard	BK05
6.EE.1	Problem solving, mixed operations	Mixed Up Tic Tac Toe	Math Attack	105	3 thirty-sided dice, 30 bingo chips per player-own color, gameboard	BK05
2.OA.2	Mixed operations, problem solving, missing addends, minuends, factors, divisors	Pass It On	Math Attack	106	1 thirty-sided , cards (ace=1) -10, jack=11, queen=12, king=0	BK05
3.OA.7	Mixed operations, problem solving, missing addends, minuends, factors, divisors	Pass It On	Math Attack	106	1 thirty-sided , cards (ace=1) -10, jack=11, queen=12, king=0	BK05
5.OA.2	Mixed operations, problem solving, missing addends, minuends, factors, divisors	Pass It On	Math Attack	106	1 thirty-sided , cards (ace=1) -10, jack=11, queen=12, king=0	BK05
6.EE.1	Mixed operations, problem solving, missing addends, minuends, factors, divisors	Pass It On	Math Attack	106	1 thirty-sided , cards (ace=1) -10, jack=11, queen=12, king=0	BK05
2.OA.2	Mixed operations	Clear The Deck	Math Attack	108	1 thirty-sided, full deck of cards ace=1, jack=11, queen=12, king=0	BK05
3.OA.7	Mixed operations	Clear The Deck	Math Attack	108	1 thirty-sided, full deck of cards ace=1, jack=11, queen=12, king=0	BK05
5.OA.2	Mixed operations	Clear The Deck	Math Attack	108	1 thirty-sided, full deck of cards ace=1, jack=11, queen=12, king=0	BK05
6.EE.1	Mixed operations	Clear The Deck	Math Attack	108	1 thirty-sided, full deck of cards ace=1, jack=11, queen=12, king=0	BK05
1.NBT.1	Sequencing the months, identifying numbers	The Birthday Game	Math Attack	113	1 thirty-sided die, 1 twelve-sided die (or 2 regular die not using number 1). When rolling 2 dice the least sum will always be 2. If they choose, players can subtract their dice to get a difference of 1	BK05
2.MD.10	Sequencing the months, identifying numbers	The Birthday Game	Math Attack	113	1 thirty-sided die, 1 twelve-sided die (or 2 regular die not using number 1). When rolling 2 dice the least sum will always be 2. If they choose, players can subtract their dice to get a difference of 1	BK05
1.NBT.1	Locating dates on a calendar, verbalizing day, month, date in proper sequence	Calendar Tic Tac Toe	Math Attack	114	1 thirty-sided die, calendar page, bingo chips-1 color per player	BK05

Summary All Books

Gr 3 to 5	Observing and creating number patterns, adding, subtracting, multiplying, dividing	Pattern Builders	Math Attack	116	1 thirty-sided , cards (ace=1) -9, king=0	BK05
6.NS.1	Reducing fractions to their simplest form, dividing	Reduced Fraction War	Math Attack	118	2 thirty-sided dice, bingo chips or other counters, calculators, paper/pencil	BK05
6.NS.1	Reducing fractions to their simplest form, dividing	Reduced Fraction Snap	Math Attack	119	1 thirty-sided die per player, bingo chips or other counters,	BK05
4.OA.4	Prime numbers	Prime or Composite?	Math Attack	120	1 thirty-sided die, gameboard, pencil	BK05
3.NF.1	Identifying and naming fraction pieces	I Can Build a Rainbow	Piece it Together With Fractions	21	Fraction pieces, one 12-sided die or 2 regular die	BK07
3.NF.1	Recognizing and identifying fraction pieces	It's In the Cards	Piece it Together With Fractions	23	Cards (ace=wild), 2, 3, 4, 5, 6, 8, 10's, 12's (Q=12) fraction pieces	BK07
3.NF.1	Identifying and naming fractions, learning and naming the fraction pieces	Fraction Color Snap	Piece it Together With Fractions	24	Fraction pieces, fraction dice	BK07
3.NF.1	Recognizing fraction pieces, equivalent fractions	Remove The Stack	Piece it Together With Fractions	25	One complete fraction circle set per player (remove green fifths), fraction dice	BK07
3.NF.3	Recognizing fraction pieces, equivalent fractions	Remove The Stack	Piece it Together With Fractions	25	One complete fraction circle set per player (remove green fifths), fraction dice	BK07
5.NF.1	Recognizing fraction pieces, equivalent fractions	Remove The Stack	Piece it Together With Fractions	25	One complete fraction circle set per player (remove green fifths), fraction dice	BK07
4.NF.2	Identifying and naming proper fractions	Proper Predictions	Piece it Together With Fractions	27	Cards (ace=1), 2, 3, 4, 5, 6, 8, 10, 12 (Q=12), paper, pencil, fraction pieces	BK07
4.NF.2	Ordering fractions	Middle Muddle	Piece it Together With Fractions	28	Fraction dice, fraction pieces	BK07
5.NF.1	Recognizing and naming the fraction pieces	Wholey Moley	Piece it Together With Fractions	29	Fraction pieces, 1 regular die per player	BK07
3.NF.3	Building and identifying $\frac{1}{2}$ and it's equivalent	Halfers	Piece it Together With Fractions	31	Fraction pieces, 1 regular die, pencil, gameboard	BK07
5.NF.1	Identifying missing fractions, problem solving	Pocket Fractions	Piece it Together With Fractions	33	Fraction pieces	BK07
3.NF.1	Identifying and naming fractions in their simplest form	Give It A Name	Piece it Together With Fractions	34	Cards (ace=1) -9, king=0, or 12-sided dice	BK07
4.NF.2	Comparing fractions, probability	Forwards And Onwards	Piece it Together With Fractions	35	Fraction dice, fraction pieces, paper, pencil	BK07
3.NF.1	Identifying and naming fractions, equivalent fractions	I Spy The Pie	Piece it Together With Fractions	36	Fraction dice, fraction pieces, gameboard	BK07
3.NF.3	Identifying and naming fractions, equivalent fractions	I Spy The Pie	Piece it Together With Fractions	36	Fraction dice, fraction pieces, gameboard	BK07
4.NF.2	Comparing fractions, recognizing fractions	Fraction Line Up	Piece it Together With Fractions	39	Paper, pencil, fraction dice	BK07

Summary All Books

5.NF.1	Recognizing fractions, combining/adding fractions, logical reasoning	Fraction Guess	Piece it Together With Fractions	40	Fraction pieces, paper, pencil	BK07
4.NF.2	Comparing fractions, probability	Mystery Fractions	Piece it Together With Fractions	41	Fraction dice or two 1-sided dice per player, fraction pieces	BK07
3.NF.3	Making equivalent fractions	Fraction Alias	Piece it Together With Fractions	45	Fraction pieces, fraction dice	BK07
3.NF.1	Equivalent fractions, adding fractions, multiplying fractions	Guess And Check	Piece it Together With Fractions	46	Fraction pieces, fraction dice	BK07
4.NF.1	Equivalent fractions, adding fractions, multiplying fractions	Guess And Check	Piece it Together With Fractions	46	Fraction pieces, fraction dice	BK07
5.NF.1	Adding fractions, equivalent fractions, multiplying fractions	Equivalent War	Piece it Together With Fractions	47	Fraction pieces, fraction dice	BK07
5.NF.1	Equivalent fractions, adding fractions, multiplying fractions	Equivalent Snap	Piece it Together With Fractions	48	Fraction pieces, fraction dice, paper, pencil	BK07
5.NF.1	Equivalent fractions, adding fractions, problem solving	Rainbow Fractions	Piece it Together With Fractions	49	Fraction pieces, 1 regular die, paper, pencil	BK07
5.NF.1	Comparing fractions, adding fractions	Color Fraction Face Offs-Addition	Piece it Together With Fractions	53	2 regular dice per player, fraction pieces	BK07
5.NF.1	Comparing fractions, subtracting fractions	Color Fraction Face Offs-Subtraction	Piece it Together With Fractions	55	2 regular dice per player, fraction pieces	BK07
5.NF.1	Subtracting fractions, common denominators	Fraction Subtraction	Piece it Together With Fractions	57	Fraction pieces, fraction dice, paper, pencil	BK07
5.NF.1	Equivalent fractions, adding fractions	Trading Pieces	Piece it Together With Fractions	58	Fraction pieces, fraction dice	BK07
5.NF.1	Adding fractions, subtracting fractions	Fair Game For Fractions	Piece it Together With Fractions	59	Fraction dice, regular die, counters	BK07
5.NF.1	Adding/subtracting fractions	Fraction Crosses	Piece it Together With Fractions	60	Fraction dice, 1 gameboard per player	BK07
5.NF.1	Logical reasoning, adding mixed fractions	Selective Fractions	Piece it Together With Fractions	62	Fraction pieces, fraction dice, regular dice	BK07
5.NF.1	Adding fractions, problem solving, logical reasoning	Watch Your Move	Piece it Together With Fractions	64	Fraction pieces (twelfths, eighths, sixths, fourths only), paper, pencil	BK07
5.NF.1	Adding fractions. Probability, equivalence	Freezing Fractions	Piece it Together With Fractions	66	Fraction pieces, fraction dice, (remove fraction die with 1 on it)	BK07
5.NF.1	Adding fractions, logical reasoning	Frozen Wholes	Piece it Together With Fractions	67	Fraction pieces, fraction, dice	BK07
5.NF.1	Subtracting fractions, equivalent fractions	Trade In To Zero	Piece it Together With Fractions	69	Fraction pieces, fraction dice	BK07

Summary All Books

5.NF.1	Adding/subtracting fractions, equivalent fractions	Fraction Trackers	Piece it Together With Fractions	70	Fraction pieces, fraction dice, paper, pencil, gameboard	BK07
5.NF.1	Adding/subtracting fractions, equivalent fractions	Hole In One	Piece it Together With Fractions	73	Fraction pieces, fraction dice	BK07
5.NF.1	Adding/subtracting fractions	"Sum" Thing Different	Piece it Together With Fractions	74	Fraction die, 1 gameboard per player, pencil	BK07
5.NF.1	Adding fractions, equivalent fractions	Trading Down Under	Piece it Together With Fractions	76	Fraction pieces, fraction dice	BK07
5.NF.1	Mixed operations with fractions	Fraction Combo Five	Piece it Together With Fractions	79	Fraction pieces, fraction dice, paper bag	BK07
5.NF.4	Mixed operations with fractions	Fraction Combo Five	Piece it Together With Fractions	79	Fraction pieces, fraction dice, paper bag	BK07
6.NS.1	Mixed operations with fractions	Fraction Combo Five	Piece it Together With Fractions	79	Fraction pieces, fraction dice, paper bag	BK07
5.NF.1	Mixed operations with fractions, reducing fractions	Combo Concoction	Piece it Together With Fractions	81	Fraction pieces, fraction dice	BK07
5.NF.4	Mixed operations with fractions, reducing fractions	Combo Concoction	Piece it Together With Fractions	81	Fraction pieces, fraction dice	BK07
6.NS.1	Mixed operations with fractions, reducing fractions	Combo Concoction	Piece it Together With Fractions	81	Fraction pieces, fraction dice	BK07
4.NF.4	Multiplying fractions and reducing fractions	Whole Number Multipliers	Piece it Together With Fractions	83	Cards (ace=1) -9, fraction dice, paper, pencil	BK07
5.NF.4	Multiplying/ reducing fractions	Multiple Fractions	Piece it Together With Fractions	84	Fraction pieces, fraction dice, paper, pencil	BK07
4.OA.4	Identifying prime/composite numbers	Prime Or Composite	Piece it Together With Fractions	85	Cards (ace=1) -9, calculator	BK07
6.NS.1	Dividing fractions to lowest terms	Race To Reduce	Piece it Together With Fractions	87	Cards (ace=1) -9	BK07
5.NF.1	Multiplying 3 fractions, reducing fractions	Multiplication Trios	Piece it Together With Fractions	88	Fraction dice	BK07
6.NS.1	Dividing/reducing fractions	Dividing Deck	Piece it Together With Fractions	89	Cards (ace=1) -9, fraction dice	BK07
6.NS.1	Dividing/reducing fractions	Divey Up	Piece it Together With Fractions	90	2 fraction dice per player	BK07
5.NF.1	Mixed operations with fractions	Choosey Fractions	Piece it Together With Fractions	91	Fraction dice, 1 regular die, fraction pieces	BK07
5.NF.4	Mixed operations with fractions	Choosey Fractions	Piece it Together With Fractions	91	Fraction dice, 1 regular die, fraction pieces	BK07
6.NS.1	Mixed operations with fractions	Choosey Fractions	Piece it Together With Fractions	91	Fraction dice, 1 regular die, fraction pieces	BK07
6.RP.3	Converting percentages to fractions or decimals, reducing fractions	Converting Decimals	Piece it Together With Fractions	95	Cards (ace=1) -9 and king=0, paper, pencil, calculators, gameboard	BK07



Summary All Books

4.NF.7	Dividing for decimals, comparing decimals	Inbetween Decimals	Piece it Together With Fractions	96	Fraction dice, paper, pencil, calculator	BK07
4.NF.7	Dividing for decimals, comparing decimals	Warring Decimals	Piece it Together With Fractions	97	Fraction dice, paper, pencil, calculator	BK07
4.NF.4	Multiplying and dividing fractions, rounding off to the nearest 10, percent and decimals	Fraction Tic Tac Toe	Piece it Together With Fractions	98	Cards (ace=1) -9 and king=0, fraction dice, hundred board, markers (2 colors), calculator	BK07
5.NBT.4	Multiplying and dividing fractions, rounding off to the nearest 10, percent and decimals	Fraction Tic Tac Toe	Piece it Together With Fractions	98	Cards (ace=1) -9 and king=0, fraction dice, hundred board, markers (2 colors), calculator	BK07
3.NF.1	Identifying fraction names, demonstrating a knowledge of fractions	Fraction Show Off	Piece it Together With Fractions	103	Cards 2-10. Paper, pencil	BK07
3.NF.1	Identifying fraction names, demonstrating knowledge of fractions	Fraction Flip	Piece it Together With Fractions	104	Cards (ace=1) -10, paper	BK07
2.G.3	Identifying fraction names	Fraction Snap	Piece it Together With Fractions	105	Cards 2 -10	BK07
3.NF.1	Identifying fraction names	Fraction Snap	Piece it Together With Fractions	105	Cards 2 -10	BK07
3.NF.1	Identifying fraction names	Fraction Action	Piece it Together With Fractions	106	Cards (ace=1) – 10	BK07
4.NF.2	Identifying fraction names and their number value	Fraction War	Piece it Together With Fractions	107	Cards (ace=1) -10 (king=0)	BK07
3.NF.1	Identifying/illustrating fractions	Name It	Piece it Together With Fractions	108	One 12-sided die, pencil, paper	BK07
3.NF.1	Identifying proper fractions, illustrating fractions	Fun Fractions	Piece it Together With Fractions	109	Two 12-sided dice or cards (ace=1), -10, jack=11, queen=12, pencil, paper	BK07
3.NF.1	Recognizing/naming/comparing fractions	Fraction Frazzle	Piece it Together With Fractions	110	Two 12-sided dice or cards (ace=1), -10, jack=11, queen=12, pencil, paper, and, if possible, fraction pieces to manipulate	BK07
4.NF.2	Recognizing/naming/comparing fractions	Fraction Frazzle	Piece it Together With Fractions	110	Two 12-sided dice or cards (ace=1), -10, jack=11, queen=12, pencil, paper, and, if possible, fraction pieces to manipulate	BK07
3.NF.1	Identifying/naming fractions	Frace	Piece it Together With Fractions	112	Two 12-sided dice, one per player	BK07
4.NF.2	Comparing fractions	Friendly Fractions	Piece it Together With Fractions	113	Two 12-sided dice or cards (ace=1), -10, jack=11, queen=12, pencil, paper	BK07
4.NF.2	Doubles, comparing/reducing fractions, common denominators	Fraction Doubles	Piece it Together With Fractions	114	Two 12-sides dice, paper, pencil	BK07
4.NF.4	Doubles, comparing/reducing fractions, common denominators	Fraction Doubles	Piece it Together With Fractions	114	Two 12-sides dice, paper, pencil	BK07

Summary All Books

5.NF.1	Adding fractions	Fraction Freeze	Piece it Together With Fractions	116	Two 12-sided dice or cards (ace=1), -10, jack=11, queen=12, pencil, paper, fraction pieces	BK07
1.OA.6	Addition	Stratedice	Stratedice	3	Stratedice	BK08
3.OA.7	Multiplication	Triple Tray	Stratedice	5	Stratedice	BK08
1.OA.6	Addition	Leap Frog for Twelve	Stratedice	7	Stratedice	BK08
4.NBT.2	Place Value	Roll'n on Place Value	Stratedice	9	Stratedice	BK08
3.OA.7	Multiplication to 36	"36"	Stratedice	11	Stratedice	BK08
2.OA.2	Mixed Operations	Probability Play Offs	Stratedice	13	Stratedice	BK08
3.NBT.2	Mixed Operations	Probability Play Offs	Stratedice	13	Stratedice	BK08
3.OA.4	Mixed Operations	Probability Play Offs	Stratedice	13	Stratedice	BK08
3.OA.6	Mixed Operations	Probability Play Offs	Stratedice	13	Stratedice	BK08
3.OA.7	Mixed Operations	Probability Play Offs	Stratedice	13	Stratedice	BK08
5.OA.2	Mixed Operations	Probability Play Offs	Stratedice	13	Stratdice	BK08
1.OA.6	Addition, even numbers	Even the Score	Stratedice	15	Stratedice, 2 extra dice	BK08
2.OA.3	Addition, even numbers	Even the Score	Stratedice	15	Stratedice, 2 extra dice	BK08
2.OA.2	Mixed operations	Tringo	Stratedice	18	Stratedice, 2 extra dice	BK08
3.NBT.2	Mixed operations	Tringo	Stratedice	18	Stratedice, 2 extra dice	BK08
3.OA.4	Mixed operations	Tringo	Stratedice	18	Stratedice, 2 extra dice	BK08
3.OA.6	Mixed operations	Tringo	Stratedice	18	Stratedice, 2 extra dice	BK08
3.OA.7	Mixed operations	Tringo	Stratedice	18	Stratedice, 2 extra dice	BK08
5.OA.2	Mixed operations	Tringo	Stratedice	18	Stratedice, 2 extra dice	BK08
K.CC.4	Number sequence	Don't Hang Loose!	Stratedice	20	Stratedice	BK08
1.OA.6	Addition & Subtraction	Knock Yourself Out!	Stratedice	22	Stratedice	BK08
1.OA.7	Addition & Subtraction	Knock Yourself Out!	Stratedice	22	Stratedice	BK08
2.OA.5	Addition	Square Doubling	Stratedice	25	Stratedice, gameboard	BK08
K.CC.6	Comparing numbers	Chance	Stratedice	27	Stratedice	BK08
1.OA.6	Sums to 5, 6 or 7	High Rollers	Stratedice	29	Stratedice	BK08
K.CC.4	Identifying and counting doubles	Double Trouble	Stratedice	31	2 trays of stratedice	BK08
K.CC.6	Identifying and counting doubles	Double Trouble	Stratedice	31	2 trays of stratedice	BK08

Summary All Books

K.CC.6	Same, 1 more, 1 less	4 by 4	Stratedice	32	Stratedice	BK08
1.OA.6	Addition or Multiplication	Horsrace	Stratedice	34	Stratedice	BK08
3.OA.7	Addition or Multiplication	Horsrace	Stratedice	34	Stratedice	BK08
1.NBT.1	Building 10's, number recognition, probability	Deca Train	DECA DICE	34	1 decadie per player, gameboard, pencil	BK09
1.NBT.2	Building 10's and 1's (adding), rounding, probability	Deca Train Challenger	DECA DICE	37	1 decadie, 1 0-9 die per player, gameboard, pencil	BK09
3.NBT.1	Building 10's and 1's (adding), rounding, probability	Deca Train Challenger	DECA DICE	37	1 decadie, 1 0-9 die per player, gameboard, pencil	BK09
1.NBT.1	Ordering Tens (10's)	Decadice Line Up	DECA DICE	39	4 decadice, paper, pencil, one decade number line per player	BK09
1.NBT.1	Recognizing and naming decades, graphing, interpreting a bar graph	Decagraphic	DECA DICE	41	1 decadie, gameboard, pencil	BK09
1.NBT.2	Adding 10's and 1's, rounding to the nearest 10, interpreting bar graphs	Decagraphic II	DECA DICE	43	1 decadie, cards King-0 (King=0, Ace=1), gameboard, pencil	BK09
3.NBT.1	Adding 10's and 1's, rounding to the nearest 10, interpreting bar graphs	Decagraphic II	DECA DICE	43	1 decadie, cards King-0 (King=0, Ace=1), gameboard, pencil	BK09
1.NBT.2	Adding 10's and 1's, rounding to the nearest 10, data analysis, probability	Rolling a "Round"	DECA DICE	44	1 decadie, 1 ten-sides (0-9) die, 1 gameboard, pencil, highlighter	BK09
3.NBT.1	Adding 10's and 1's, rounding to the nearest 10, data analysis, probability	Rolling a "Round"	DECA DICE	44	1 decadie, 1 ten-sides (0-9) die, 1 gameboard, pencil, highlighter	BK09
1.NBT.1	Ordering numbers, identifying and analyzing patterns	Detective Line Up	DECA DICE	47	4 decadice, gameboard, pencil	BK09
1.NBT.3	Comparing numbers 0 – 9,090	Tweenies	DECA DICE	50	1 decadie per player, bingo chips or other counters, decade number line	BK09
1.NBT.3	Learning numbers on the hundred board	Chip Tac Toe	DECA DICE	57	2 decadice, bingo chips, hundred board	BK09
1.NBT.1	Adding, patterning, place value, learning numbers on a hundred board	Ten for Me	DECA DICE	58	1 decadie, one ten-sided (0-9) die per player, blank hundred board, pencil	BK09
1.NBT.2	Adding, patterning, place value, learning numbers on a hundred board	Ten for Me	DECA DICE	58	1 decadie, one ten-sided (0-9) die per player, blank hundred board, pencil	BK09
1.NBT.2	Logical reasoning, odd/even, less than/greater than. Variation: factors, multiples	Treasure Hunt	DECA DICE	61	1 decadie, one ten-sided (0-9) die, hundred board, bingo chips	BK09
1.NBT.3	Logical reasoning, odd/even, less than/greater than. Variation: factors, multiples	Treasure Hunt	DECA DICE	61	1 decadie, one ten-sided (0-9) die, hundred board, bingo chips	BK09

Summary All Books

1.NBT.3	Comparing numbers 0-90, reading numbers	In the Zone	DECA DICE	63	2 decadice, cards King – 9 (King=0, Ace=1)	BK09
1.NBT.3	Comparing numbers 0-90	Deck Ya	DECA DICE	66	2 decadice, cards King – 9 (King=0, Ace=1)	BK09
1.NBT.3	Comparing numbers 0-90, greater than/less than, odd/even	Pondering Predictions	DECA DICE	69	1 decadie per player, one regular die, paper, pencil	BK09
2.OA.3	Comparing numbers 0-90, greater than/less than, odd/even	Pondering Predictions	DECA DICE	69	1 decadie per player, one regular die, paper, pencil	BK09
1.NBT.3	Grade 2-3: comparing numbers 0-90, “betweeness”, probability	Range Game	DECA DICE	70	2 decadice, paper, pencil, gameboard, highlighters	BK09
2.OA.3	Grade 2-3: comparing numbers 0-90, “betweeness”, probability	Range Game	DECA DICE	70	2 decadice, paper, pencil, gameboard, highlighters	BK09
6.SP.2	Grade 4-7: Recording/analyzing data, graphing, percent probability	Range Game	DECA DICE	70	2 decadice, paper, pencil, gameboard, highlighters	BK09
6.SP.4	Grade 4-7: Recording/analyzing data, graphing, percent probability	Range Game	DECA DICE	70	2 decadice, paper, pencil, gameboard, highlighters	BK09
1.NBT.3	Probability, place value, “betweeness”	Keep the Range Open	DECA DICE	75	2 decadice, cards King – 9 (King=0, Ace=1)	BK09
1.NBT.3	Place value, comparing numbers 0-90, probability	Decade Duel	DECA DICE	78	Two 10-sided (0-9) dice and 2 decadice per group, pencil, paper	BK09
2.NBT.5	Place value, comparing numbers 0-90, probability	Decade Duel	DECA DICE	78	Two 10-sided (0-9) dice and 2 decadice per group, pencil, paper	BK09
1.NBT.3	Building numbers to 99, comparing numbers, predicting, probability	Eight’s Enough	DECA DICE	81	2 decadice, cards King – 9 (King=0, Ace=1)	BK09
2.NBT.5	Building numbers to 99, comparing numbers, predicting, probability	Eight’s Enough	DECA DICE	81	2 decadice, cards King – 9 (King=0, Ace=1)	BK09
3.NBT.1	Building and comparing numbers 0-88, rounding	Figure eight	DECA DICE	83	Cards King – 8 (King=0, Ace=1); 1 decadie	BK09
3.NBT.1	Building and comparing numbers to 99, rounding, probability	Flippin’ Out	DECA DICE	86	1 decadie, cards King-0 (King=0, Ace=1), gameboard	BK09
4.NBT.2	Place value 9,090, reading numbers	It’s a Toss Up	DECA DICE	88	2 decadice per player	BK09
3.NBT.1	Rounding to the nearest 10, 100 or 1,000	Double Round Up Snap	DECA DICE	90	Cards King-9 (King=0, Ace=1), paper, pencil	BK09
3.NBT.1	Rounding to the nearest 10, 100 or 1,000	Double Round Up Snap	DECA DICE	90	Cards King-9 (King=0, Ace=1), paper, pencil	BK09
4.NBT.2	Comparing numbers 0 -9,090	Place Value Showdown	DECA DICE	94	Cards King-9 (King=0, Ace=1)	BK09
4.NBT.3	Comparing and building numbers to 9,090, rounding to the nearest thousands.	A Target Round	DECA DICE	96	Cards King-9 (King=0, Ace=1), 2 or 3 decadice, gameboard, paper, pencil	BK09
4.NBT.2	Creating 6-digit or 8-digit numbers, reading large numbers, comparing numbers	Rock N’ Rollers	DECA DICE	99	2 decadice per player and two 10-sided (0-9) dice per player	BK09

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1.NBT.3	Logical reasoning, problem solving, place value, probability	Driving Range	DECA DICE	101	2 decadice, paper, pencil, gameboard	BK09
2.NBT.5	Adding 10's to 100, probability	Roll a 100	DECA DICE	105	4 Decadice, gameboard	BK09
1.NBT.2	Adding 10's and 1's without regrouping, comparing sums	Pick a Fact...Any Fact	DECA DICE	108	1 decadie per player, Cards A-9, 1 regular die	BK09
2.NBT.5	Adding 10's and 1's to 100, probability	Striking Dice	DECA DICE	110	2 decadice, two 10-sided (0-9) dice, paper, pencil	BK09
3.NBT.2	Probability, adding 10's to 200, mental math	Two Hundred	DECA DICE	113	1 decadie, gameboard, pencil	BK09
3.NBT.2	Adding 10's to 1,000, probability, predicting	Hunting Benchmarks	DECA DICE	117	2 decadice, paper, pencil, calculators (optional)	BK09
3.NBT.2	Subtracting 10's, probability, adding 10's, developing an outcome chart	Decidedly Different	DECA DICE	119	2 decadice, paper, pencil, outcome chart for post play	BK09
2.NBT.5	Adding 2-digit numbers with regrouping	Target With Four	DECA DICE	123	Cards King-9 (King=0, Ace=1), paper, pencil	BK09
3.NBT.2	Adding 2-digit numbers with regrouping	Target With Four	DECA DICE	123	Cards King-9 (King=0, Ace=1), paper, pencil	BK09
3.NBT.2	Adding multiples of 10 to 1,000, subtracting 90, probability	Nasty Nineties	DECA DICE	126	2 decadice, paper, pencil	BK09
3.NBT.3	Adding multiples of 10 to 1,000, subtracting 90, probability	Nasty Nineties	DECA DICE	126	1 regular die, 1 decadie, paper, pencil	BK09
3.NBT.2	Adding with regrouping, decision making, using logical reasoning, probability	Going for 500	DECA DICE	135	1 decadie per player, paper, pencil	BK09
1.OA.6	Subtracting a 1-digit number from a 2-digit number using a pattern	A-Ten-Snap	DECA DICE	138	Cards King-9 (King=0, Ace=1), 1 decadie	BK09
2.NBT.5	Subtracting a 1-digit number from a 2-digit number using a pattern	A-Ten-Snap	DECA DICE	138	Cards King-9 (King=0, Ace=1), 1 decadie	BK09
4.NBT.4	Adding 2-digit numbers, missing addend	The Missing Deca	DECA DICE	140	Cards Ace-9 (Ace=1), two decadice, paper pencil	BK09
4.NBT.4	Adding with regrouping to 100,000, probability	Who Wants to be A 100,000 Aire?	DECA DICE	142	1 decadie per player, 2 ten-sided (0-9) dice, paper, pencil	BK09
2.NBT.5	Subtraction with regrouping	Deca Golf	DECA DICE	147	Cards King-9 (King=0, Ace=1) 1 decadie per player, gameboard	BK09
3.OA.7	multiplication facts, missing factors, predicting	Hide And Seek	DECA DICE	150	Cards King-9 (King=0, Ace=1), 1 decadie	BK09
3.NBT.2	Multiplying by tens, rounding, comparing to the closest hundred, multiple addend addition	Roll Of The Century	DECA DICE	152	1 ten-sided (0-9) die, 1 decadie	BK09
3.NBT.3	Multiplying by tens, rounding, comparing to the closest hundred, multiple addend addition	Roll Of The Century	DECA DICE	152	1 ten-sided (0-9) die, 1 decadie	BK09

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4.NBT.4	Subtracting large numbers, calendar skills, number bonds to 100	Millennium Dice	DECA DICE	152	2 ten-sided (0-9) dice, 1 decadie, bingo chips	BK09
3.NBT.3	Multiplying by multiples of 10, probability	Red Racers	DECA DICE	155	1 ten-sided (0-9) die, 1 decadie, one gameboard per player, pencil	BK09
3.NBT.3	Multiplying 10's and 1's, multiple addend addition, probability	Football Factor	DECA DICE	161	1 decadie, gameboard, pencil	BK09
4.NBT.4	Multiplying 10's and 1's, multiple addend addition, probability	Football Factor	DECA DICE	161	1 decadie, gameboard, pencil	BK09
3.OA.7	Dividing and adding accumulative sums	The Great Divide	DECA DICE	166	1 decadie, 1 regular die, gameboard, paper, pencil	BK09
4.NBT.6	Dividing and adding accumulative sums	The Great Divide	DECA DICE	166	1 decadie, 1 regular die, gameboard, paper, pencil	BK09
4.NBT.6	Division with remainders	Quotient War	DECA DICE	168	1 decadie and 1 regular die per player, calculator	BK09
4.NBT.6	Division with remainders	Division Decision	DECA DICE	169	Hundred board, bingo chips or other markers, 1 decadie, 1 ten-sided (0-9) die or regular die, calculator	BK09
4.NBT.4	Finding factors, mental math, adding 4 addends, multiplication and division	Factor Buzz	DECA DICE	170	4 decadice, paper, pencil, calculator	BK09
6.EE.1	Mixed operations (+, -, x, ÷)	Got It / Closest to!	DECA DICE	173	1 decadie, 2 ten-sided (0-9) dice, 2 regular dice, gameboard, pencil	BK09
5.OA.2	Mixed operations with 10's (+, -, x, ÷), problem solving, order of operations	Combo Decade Duel	DECA DICE	176	4 decadice, paper, pencil	BK09
6.EE.1	Mixed operations with 10's (+, -, x, ÷), problem solving, order of operations	Combo Decade Duel	DECA DICE	176	4 decadice, paper, pencil	BK09
5.OA.1	Mixed operations (+, -, x, ÷), problem solving	Combo Snap	DECA DICE	178	1 decadie, cards Ace – King (Ace=1, Jack=11, Queen=12, King=0)	BK09
6.EE.1	Mixed operations (+, -, x, ÷), problem solving	Combo Snap	DECA DICE	178	1 decadie, cards Ace – King (Ace=1, Jack=11, Queen=12, King=0)	BK09
6.NS.5	Adding and subtracting 10's, working with negative numbers	Target Zero	DECA DICE	179	1 decadie, 1 number line per player, pencil	BK09
6.NS.6	Adding and subtracting 10's, working with negative numbers	Target Zero	DECA DICE	179	1 decadie, 1 number line per player, pencil	BK09
5.NBT.7	Mental math, multiplying decimals and whole numbers	Deci-Deca	DECA DICE	181	Cards King-9 (King=0, Ace=1), calculators, gameboards: A, B, or C	BK09
4.NF.2	Building and comparing proper fractions, reducing to simplest form and comparing	Dieing For Fractions	DECA DICE	185	2 decadice per player, pencil, paper	BK09

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4.NF.2	Adding proper fractions, finding common denominators, comparing fractions	Dieing for Fractions Challenger	DECA DICE	186	4 decadice, paper, pencil, fractions pieces	BK09
5.NF.1	Adding proper fractions, finding common denominators, comparing fractions	Dieing for Fractions Challenger	DECA DICE	186	4 decadice, paper, pencil, fractions pieces	BK09
4.NF.2	Comparing proper fractions	Get In Line	DECA DICE	187	Decadice, paper, pencil	BK09
K.CC.1	Counting dines	Counting In Circles	DECA DICE	188	1 decadie, play money, ten dimes per player	BK09
2.MD.8	Counting mixed change	Capture The Center	DECA DICE	189	Mixed coins (pennies, nickels, dimes, quarters) 1 decadie	BK09
2.MD.8	Counting mixed change	Exacting Change	DECA DICE	191	Mixed coins, 1 decadie and 1 regular die per player, pencil	BK09
7.RP.3	Calculating percent (%) discount, counting mixed change	Pocket Savings	DECA DICE	193	Cards King-9 (King=0, Ace=1) mixed coins, paper, pencil, 1 decadie per player, calculator	BK09
5.NBT.7	Adding whole numbers and decimals, place value	Do Your Decimals	Radical Math	17	Cards king -9 (king=0, ace=1), paper pencil	BK10
5.NBT.7	Multiplying whole numbers and decimals	Operation Decimal	Radical Math	18	Cards ace -10 (ace=1), one ten-sided (0-9) die, paper pencil	BK10
5.NBT.3	Reading decimals	Decimal Dance	Radical Math	19	Regular dice, Cards ace -9 (ace=1) in one pile, Ace-6 (Ace=1) in another, counters	BK10
4.NBT.2	Place value to 100,000,000, probability	What's Your Number?	Radical Math	20	One 10-sided (0-9) die, paper, pencil	BK10
4.NBT.2	Expanding numbers, adding to 100,000	Expander	Radical Math	23	One 20-sided (1-20) die, pencil, paper	BK10
5.NBT.3	Recognizing place value from 1000,000 to .000,001	Dicey Decimals	Radical Math	25	Cards ace -9 (ace=1) regular dice, paper, pencil	BK10
5.NBT.3	Decimal place value, adding decimals, probability, reasoning	Roll On..Decimals	Radical Math	26	Two 10-sided (0-9) dice, gameboard	BK10
5.NBT.7	Decimal place value, adding decimals, probability, reasoning	Roll On..Decimals	Radical Math	26	Two 10-sided (0-9) dice, gameboard	BK10
5.NBT.7	Mental math, multiplying decimals and whole numbers	Deci-Deca	Radical Math	28	Cards king-9 (king=0, ace=1), calculators, gameboards: A, B or C	BK10
4.NBT.2	Comparing/building numbers to 9,090, rounding to nearest thousands	A Target Round	Radical Math	29	Cards king-9 (king=0, ace=1), 2 or 3 decadice, gameboard, paper, pencil	BK10
4.NBT.3	Comparing/building numbers to 9,090, rounding to nearest thousands	A Target Round	Radical Math	29	Cards king-9 (king=0, ace=1), 2 or 3 decadice, gameboard, paper, pencil	BK10
2.NBT.5	Adding doubles, subtracting with regrouping	In Trouble Doubles	Radical Math	33	Two 30-sided (1-30) dice, bingo chips or other counters	BK10

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2.NBT.5	Addition of 2 addends w/regrouping	Addin' Snappin'	Radical Math	34	One 30-sided (1-30) die per player, bingo chips or other counters	BK10
7.NS.1	Adding positive/negative integers	Snappy Integers	Radical Math	35	One different colored 30-sided (1-30) die per player, bingo chips or other counters, paper, pencil	BK10
7.NS.1	Adding positive/negative integers	Integer Addition War	Radical Math	36	Cards ace-king (ace=1, jack=11, queen=12, king=0), assign black cards as positive and red cards as negative	BK10
4.NBT.4	Addition/subtraction with regrouping of multi-digit numbers	To Sum It Up/What's the Difference?	Radical Math	37	One 10-sided (0-9) die, gameboard, paper, pencil	BK10
4.NBT.5	Addition/subtraction with regrouping of multi-digit numbers	To Sum It Up/What's the Difference?	Radical Math	37	One 10-sided (0-9) die, gameboard, paper, pencil	BK10
4.NBT.6	Addition/subtraction with regrouping of multi-digit numbers	To Sum It Up/What's the Difference?	Radical Math	37	One 10-sided (0-9) die, gameboard, paper, pencil	BK10
7.NS.1	Adding positive/negative integers	Integer Addition Snap	Radical Math	38	Cards ace-king (ace=1, jack=11, queen=12, king=0), assign black cards as positive and red cards as negative	BK10
7.NS.1	Subtracting positive/negative integers	Integer Subtraction War	Radical Math	39	Cards ace-king (ace=1, jack=11, queen=12, king=0), assign black cards as positive and red cards as negative	BK10
7.NS.1	Adding/subtracting with positive/negative numbers, plotting integers on a number line, problem solving	Get Back To Zero!	Radical Math	40	2 decadic of different colors, one color for negative, one color for positive, 1 regular die, 1 bingo chip per player, gameboard	BK10
3.OA.7	Immediate recall of multiplication facts	Multiplication Snap	Radical Math	42	Cards ace-king (ace=1, jack=11, queen=12, king=0)	BK10
3.OA.7	Multiplying to 144	Three For Me	Radical Math	43	2 twelve-sided (1-12) dice, gameboard, bingo chips, two colors	BK10
3.OA.7	Multiplication facts to 144, probability	Multiplication Scramble	Radical Math	45	2 twelve-sided (1-12) dice or cards ace-king (ace=1, jack=11, queen=12, king=0), gameboard	BK10
4.NBT.5	Multiplying 2-digit numbers, estimation, mental math	Productive Pondering	Radical Math	47	2 thirty-sided (1-30) dice, paper, pencil	BK10
3.NBT.3	Multiplying 10's and 1's, multiple addend addition, probability	Football Factor	Radical Math	48	1 decadic, gameboard, pencil	BK10
4.NBT.5	Multiplying by multiples of 10's, probability	Red Racers Challenger	Radical Math	52	2 decadic per player, 1 gameboard per player, pencil	BK10



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4.NBT.3	Multiplying tens, hundreds, rounding, multiple addend addition, subtraction, probability	Roll Of The Millennium	Radical Math	54	2 decadice, paper, pencil	BK10
4.NBT.5	Multiplying tens, hundreds, rounding, multiple addend addition, subtraction, probability	Roll Of The Millennium	Radical Math	54	2 decadice, paper, pencil	BK10
4.NBT.5	Multiplying 2-digit numbers	Multiplication Match Up	Radical Math	55	2 thirty-sided (1-30) dice per player, bingo chips, calculators, paper, pencil	BK10
7.NS.2	Multiplying positive/negative integers	Integer Multiplication War	Radical Math	56	Cards ace-king (ace=1, jack=11, queen=12, king=0), assign black cards as positive and red cards as negative	BK10
7.NS.2	Multiplying positive/negative integers	Integer Multiplication Snap	Radical Math	57	Cards ace-king (ace=1, jack=11, queen=12, king=0), assign black cards as positive and red cards as negative	BK10
7.NS.2	Multiplication with integers	Knocking Integers	Radical Math	58	Cards ace-king (ace=1, jack=11, queen=12, king=0),paper, pencil-	BK10
5.NBT.6	Dividing	All That Remains	Radical Math	59	3 thirty-sided (1-30) dice calculator, paper, pencil	BK10
5.NBT.6	Division with remainders	Division Decision	Radical Math	60	3 30-sided (1-30) dice, paper, pencil, hundred board, markers	BK10
7.NS.1	Multiplication of integers, multiplication, addition of integers, algebra	Math Football	Radical Math	61	1 marker (football), gameboards, bingo chips (used for downs), 1 thirty-sided (1-30) die, 1 ten-sided (0-9) die, 1 twelve-sided (1-12) die	BK10
7.NS.2	Multiplication of integers, multiplication, addition of integers, algebra	Math Football	Radical Math	61	1 marker (football), gameboards, bingo chips (used for downs), 1 thirty-sided (1-30) die, 1 ten-sided (0-9) die, 1 twelve-sided (1-12) die	BK10
5.NBT.6	Dividing 2-digit numbers into 3 and 4-digit numbers, division with zeros, front end estimation	Decade Division	Radical Math	64	1 decadie, 1 thirty-sided (1-30) die, pencil, 1 gameboard per player, scrap paper, calculator	BK10
3.OA.8	Problem solving, order of operations	Operations Mixer	Radical Math	69	Cards ace-king (ace=1, jack=11, queen=12, king=0),paper, pencil	BK10
5.OA.1	Problem solving, order of operations	Operations Mixer	Radical Math	69	Cards ace-king (ace=1, jack=11, queen=12, king=0),paper, pencil	BK10
5.OA.2	Problem solving, order of operations	Operations Mixer	Radical Math	69	Cards ace-king (ace=1, jack=11, queen=12, king=0),paper, pencil	BK10
3.OA.8	Problem solving, order of operations	Mixed Up Tic Tac Toe	Radical Math	70	3 thirty-sided (1-30) dice, 30 bingo chips per player, own color hundred board	BK10
5.OA.1	Problem solving, order of operations	Mixed Up Tic Tac Toe	Radical Math	70	3 thirty-sided (1-30) dice, 30 bingo chips per player, own color hundred board	BK10

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5.OA.2	Problem solving, order of operations	Mixed Up Tic Tac Toe	Radical Math	70	3 thirty-sided (1-30) dice, 30 bingo chips per player, own color hundred board	BK10
5.OA.2	Order of operations, exponents, square roots, problem solving	Multi Operation Blackout	Radical Math	72	2 ten-sided (0-9) dice and one 12-sided (1-12) die, two hundred boards, one per team, markers	BK10
5.OA.1	Order of operations, exponents, square roots, problem solving	Multi Operation Blackout	Radical Math	72	2 ten-sided (0-9) dice and one 12-sided (1-12) die, two hundred boards, one per team, markers	BK10
5.OA.2	Order of operations, exponents, square roots, problem solving	Multi Operation Blackout	Radical Math	72	2 ten-sided (0-9) dice and one 12-sided (1-12) die, two hundred boards, one per team, markers	BK10
6.EE.1	Order of operations, exponents, square roots, problem solving	Multi Operation Blackout	Radical Math	72	2 ten-sided (0-9) dice and one 12-sided (1-12) die, two hundred boards, one per team, markers	BK10
3.OA.8	Order of operations, problem solving	Sweet 16	Radical Math	74	One 30-sided (1-30) die, cards - ace-king (ace=1, jack=11, queen=12, king=0)	BK10
5.OA.2	Order of operations, problem solving	Sweet 16	Radical Math	74	One 30-sided (1-30) die, cards - ace-king (ace=1, jack=11, queen=12, king=0)	BK10
3.OA.8	Order of operations, exponents, square roots	Combo Five Challenger	Radical Math	76	One 30-sided (1-30) die, cards - ace-king (ace=1, jack=11, queen=12, king=0), paper, pencil	BK10
5.OA.1	Order of operations, exponents, square roots	Combo Five Challenger	Radical Math	76	One 30-sided (1-30) die, cards - ace-king (ace=1, jack=11, queen=12, king=0), paper, pencil	BK10
5.OA.2	Order of operations, exponents, square roots	Combo Five Challenger	Radical Math	76	One 30-sided (1-30) die, cards - ace-king (ace=1, jack=11, queen=12, king=0), paper, pencil	BK10
6.EE.1	Order of operations, exponents, square roots	Combo Five Challenger	Radical Math	76	One 30-sided (1-30) die, cards - ace-king (ace=1, jack=11, queen=12, king=0), paper, pencil	BK10
5.OA.2	Mixed Operations, Order of operations (+, -, x, ÷), problem solving	Combo Snap	Radical Math	78	Cards - ace-king (ace=1, jack=11, queen=12, king=0), one decadie	BK10
3.OA.8	Order of operations (+, -, x, ÷), problem solving	Combo Snap	Radical Math	78	Cards - ace-king (ace=1, jack=11, queen=12, king=0), one decadie	BK10
5.OA.1	Order of operations (+, -, x, ÷), problem solving	Combo Snap	Radical Math	78	Cards - ace-king (ace=1, jack=11, queen=12, king=0), one decadie	BK10
3.OA.8	Order of operations, exponents, square roots, problem solving	Super Star Traveler	Radical Math	79	Cards - ace-king + joker (ace=1, jack=11, queen=12, king=0), two 10-sided (0-9) dice	BK10
5.OA.1	Order of operations, exponents, square roots, problem solving	Super Star Traveler	Radical Math	79	Cards - ace-king + joker (ace=1, jack=11, queen=12, king=0), two 10-sided (0-9) dice	BK10

Summary All Books

5.OA.2	Order of operations, exponents, square roots, problem solving	Super Star Traveler	Radical Math	79	Cards - ace-king + joker (ace=1, jack=11, queen=12, king=0), two 10-sided (0-9) dice	BK10
3.OA.8	Mixed operations (+, -, x, ÷), order of operations, exponents	Got It/Closest To!	Radical Math	81	1 decadie, two 10-sides (0-9) dice, 2 regular dice, gameboard, pencil	BK10
5.OA.1	Mixed operations (+, -, x, ÷), order of operations, exponents	Got It/Closest To!	Radical Math	81	1 decadie, two 10-sides (0-9) dice, 2 regular dice, gameboard, pencil	BK10
5.OA.2	Mixed operations (+, -, x, ÷), order of operations, exponents	Got It/Closest To!	Radical Math	81	1 decadie, two 10-sides (0-9) dice, 2 regular dice, gameboard, pencil	BK10
6.EE.1	Mixed operations (+, -, x, ÷), order of operations, exponents	Got It/Closest To!	Radical Math	81	1 decadie, two 10-sides (0-9) dice, 2 regular dice, gameboard, pencil	BK10
3.OA.8	Evaluating equations, order of operations	Commit And Capture	Radical Math	83	Cards - ace-king (ace=1, jack=11, queen=12, king=0), gameboard, pencil, calculator	BK10
5.OA.1	Evaluating equations, order of operations	Commit And Capture	Radical Math	83	Cards - ace-king (ace=1, jack=11, queen=12, king=0), gameboard, pencil, calculator	BK10
5.OA.2	Evaluating equations, order of operations	Commit And Capture	Radical Math	83	Cards - ace-king (ace=1, jack=11, queen=12, king=0), gameboard, pencil, calculator	BK10
6.EE.1	Evaluating equations, order of operations	Commit And Capture	Radical Math	83	Cards - ace-king (ace=1, jack=11, queen=12, king=0), gameboard, pencil, calculator	BK10
3.OA.8	Order of operations, creating a balanced equation	Balancing Act	Radical Math	85	1 thirty-sided (1-30) die, paper, pencil	BK10
5.OA.1	Order of operations, creating a balanced equation	Balancing Act	Radical Math	85	1 thirty-sided (1-30) die, paper, pencil	BK10
5.OA.2	Order of operations, creating a balanced equation	Balancing Act	Radical Math	85	1 thirty-sided (1-30) die, paper, pencil	BK10
6.EE.1	Order of operations, creating a balanced equation	Balancing Act	Radical Math	85	1 thirty-sided (1-30) die, paper, pencil	BK10
6.EE.4	Order of operations, creating a balanced equation	Balancing Act	Radical Math	85	1 thirty-sided (1-30) die, paper, pencil	BK10
6.EE.1	Multiplication (exponents), with positive/negative integers	Exponent War	Radical Math	89	Cards Ace -5 (Ace =1) or Ace -9, (Ace=1) for advanced players	BK10
6.EE.1	Multiplication (exponents), with positive/negative integers	Power To Ya!	Radical Math	90	Cards Ace -5 (Ace =1) or Ace -9, (Ace=1) for advanced players	BK10
3.OA.8	Substitution into an algebraic expression, order of operations, exponent laws	Expression War	Radical Math	91	Two 10-sided (0-9) dice, calculator, 1 regular die, paper, pencil	BK10
5.OA.1	Substitution into an algebraic expression, order of operations, exponent laws	Expression War	Radical Math	91	Two 10-sided (0-9) dice, calculator, 1 regular die, paper, pencil	BK10

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6.EE.1	Substitution into an algebraic expression, order of operations, exponent laws	Expression War	Radical Math	91	Two 10-sided (0-9) dice, calculator, 1 regular die, paper, pencil	BK10
8.NS.2	Simplifying radicals, factoring	Simply Radical	Radical Math	92	Two 20-sided (1-20) dice, calculators, paper, pencil	BK10
8.NS.2	Rationalizing denominators of radical expressions and simplifying	Be Rational!	Radical Math	93	Cards - ace-king (ace=1, jack=11, queen=12, king=0), paper, pencil	BK10
8.EE.2	Finding square roots of whole numbers, problem solving	Radical roots	Radical Math	97	Cards King -9 (King=0, Ace=1), 1 calculator per player, paper, pencil	BK10
A-APR.1	Adding binomial polynomials, recognition of polynomials, combining like terms to simplify expressions, substitution and order of operations	Poly Want A Number!	Radical Math	99	Cards - ace-king (ace=1, jack=11, queen=12, king=0), one 12-sided (1-12) die, one regular die, paper, pencil	BK10
A-APR.1	Subtracting polynomials, recognition of polynomials, combining like terms to simplify expressions, substitution and order of operations	Poly Subtraction War	Radical Math	101	Cards - ace-king (ace=1, jack=11, queen=12, king=0), one 12-sided (1-12) die, one regular die, paper, pencil	BK10
A-APR.1	Adding/subtracting polynomials, recognition of polynomials	Binomial Cross Overs	Radical Math	103	One 12-sided (1-12) die per player, one gameboard per player, paper, pencil	BK10
A-APR.1	Factoring binomials	Snappy Binomials	Radical Math	104	Cards - ace-king (ace=1, jack=11, queen=12, king=0), paper, pencil	BK10
A-APR.2	Factoring binomials	Snappy Binomials	Radical Math	104	Cards - ace-king (ace=1, jack=11, queen=12, king=0), paper, pencil	BK10
A-APR.1	Multiplying binomial polynomials, substitution, evaluation and order of operations	Don't Be Foiled!	Radical Math	106	1 twelve-sided (1-12) die per player, paper, pencil	BK10
A-APR.1	Multiplying binomials, recognition of polynomials, substitution, order of operations	Bouncy Binomials	Radical Math	108	Cards - ace-king (ace=1, jack=11, queen=12, king=0), one regular die, paper, pencil	BK10
A-REI.4	Predicting, factoring quadratic polynomials	Predicting The Facts With Polly	Radical Math	110	One 20-sided (11-20) die, paper, pencil	BK10
A-CED.2	Probability, recognizing/applying the terms: coefficient, term, degree, monomial, binomial, trinomial, polynomial, order of operations, substitution and evaluating polynomials	Polys and Probability	Radical Math	112	Cards ace -5 (ace=1), paper, pencil	BK10
8.EE.7	Solving linear equations	Inspector "X"	Radical Math	117	Cards - ace-king (ace=1, jack=11, queen=12, king=0), calculators, paper, pencil	BK10

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8.EE.7	Solving linear equations	Equating Snap	Radical Math	118	Cards - ace-king (ace=1, jack=11, queen=12, king=0), paper, pencil	BK10
8.EE.7	Solving linear equations	Give Me Five	Radical Math	119	One 12-sided (1-12) die, one 20-sided (1-20) die and one 3-sided (1-30) die per team, one hundred board per team, counts, paper, pencil	BK10
8.EE.7	Solving linear equations, problem solving	Linear Knock Offs	Radical Math	121	Four 30-sided (1-30) dice, 30 bingo chips per player (of their own color), 1 number line per player, paper, pencil	BK10
8.EE.7	Checking solutions (i.e., ordered pairs) to linear equations, substitutions, predicting	Solution Seekers	Radical Math	122	One 3-sided (1-30) die, 1 regular die, paper, pencil	BK10
8.EE.7	Solving linear equations, adding binomial polynomials, recognition of polynomials, substitution, problem solving	Algebra Math Football	Radical Math	124	Football field, 5 bingo chips for markers, one 30-sided (1-30) die, one 10-sided (0-9) die, one 12-sided (1-12) die or various regular die of different colors	BK10
6.NS.6	Plotting points on the Cartesian Plane, problem solving	Get To Your Corner	Radical Math	131	Cards ace -10 (ace=1), 1 cartesian plane, pencil	BK10
6.NS.6	Ordered pair recognition, plotting points, line recognition	Plotting Along	Radical Math	133	Two 10-sided (0-9) dice, bingo chips (different color for each player), gameboard	BK10
3.OA.7	Order of operations, probability	Sixty Something	Radical Math	138	Two 30-sided (1-30) dice, paper, pencil	BK10
3.OA.8	Order of operations, probability	Sixty Something	Radical Math	138	Two 30-sided (1-30) dice, paper, pencil	BK10
1.NBT.3	Sequencing numbers, probability, problem solving using logical reasoning, make predictions, percent	Mystery Roll	Radical Math	140	One 30-sided (1-30) die per player, paper, pencil	BK10
2.NBT.5	Addition of 2-digit numbers with regrouping, or multiplication of 2-digit factors, or place value to thousands	Mystery Roll Challengers	Radical Math	145	Two 30-sided (1-30) dice per player	BK10
4.NBT.5	Addition of 2-digit numbers with regrouping, or multiplication of 2-digit factors, or place value to thousands	Mystery Roll Challengers	Radical Math	145	Two 30-sided (1-30) dice per player	BK10
6.NS.5	Sequencing integers and whole numbers, probability, logical reasoning, predicting	Integer Mystery Roll	Radical Math	146	One 30-sided (1-30) die per player, paper, pencil	BK10
6.NS.6	Sequencing integers and whole numbers, probability, logical reasoning, predicting	Integer Mystery Roll	Radical Math	146	One 30-sided (1-30) die per player, paper, pencil	BK10

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7.NS.1	Probability, adding and subtracting with regrouping, integers, mental estimation	Roller Coaster	Radical Math	147	One 30-sided (1-30) die, 1 gameboard per player, pencil	BK10
2.NBT.5	Probability, mental estimation, subtraction	100 Wipe Out	Radical Math	149	One 30-sided (1-30) die, 1 gameboard per player, pencil	BK10
5.NBT.7	Multiplication with decimals, addition w/regrouping, probability	Throwing For Three Hundred	Radical Math	150	1 decadie, one 10-sided (0-9) die per player	BK10
6.SP.3	Calculating mean, median and mode, analyzing data, estimating, mental math	Attacking the M and M's!	Radical Math	152	One 20-sided (1-20) die per player, calculator, paper, pencil	BK10
3.OA.8	Conduct a probability experiment, analyze and interpret data, predicting, average	It's Probably Mr. Wolf	Radical Math	154	Ea. Pair: Cards - ace-queen (ace=1, jack=11, queen=12), 2 regular dice, paper, pencil, class chart	BK10
6.SP.1	Conduct a probability experiment, analyze and interpret data, predicting, average	It's Probably Mr. Wolf	Radical Math	154	Ea. Pair: Cards - ace-queen (ace=1, jack=11, queen=12), 2 regular dice, paper, pencil, class chart	BK10
2.OA.2	Gathering, organizing and interpreting data, +, -, x, ÷	Graphing Operations	Radical Math	157	Two 10-sided (0-9) dice, gameboard, paper, pencil	BK10
6.SP.5	Gathering, organizing and interpreting data, +, -, x, ÷	Graphing Operations	Radical Math	157	Two 10-sided (0-9) dice, gameboard, paper, pencil	BK10
3.NBT.2	Problem solving, gathering data, recording data, interpreting data	Big Sums	Radical Math	158	Thirty-six regular die per group, chart, paper, pencil	BK10
6.SP.5	Problem solving, gathering data, recording data, interpreting data	Big Sums	Radical Math	158	Thirty-six regular die per group, chart, paper, pencil	BK10
6.SP.5	Summarize numerical data in relation to number of observations, mean, median, mode	Big Sums	Radical Math	158	Thirty-six regular die per group, chart, paper, pencil	BK10
6.SP.5	Data collection, organization and interpretation of data, probability	Seemingly Simple Doubles	Radical Math	160	Thirty-six regular die per group, chart, paper, pencil, pencil crayons	BK10
7.NS.1	Adding positive/negative integers and calculating the average	Snappy Averages	Radical Math	161	Cards - ace-king (ace=1, jack=11, queen=12, king=0), one 10-sided (0-9) die, paper, pencil, calculator	BK10
5.NF.1	Adding proper fractions with unlike denominators, estimating, calculating decimal equivalents	Adding Fraction War	Radical Math	165	Cards - ace-king (ace=1, jack=11, queen=12, king=0), paper, pencil, calculator	BK10
5.NF.1	Rounding and estimating proper fractions, adding fractions, adding fractions to the nearest whole	Any Whole Number	Radical Math	166	Cards ace-9 (ace=1)	BK10
5.NF.1	Subtracting proper fractions with unlike denominators, estimating, using a calculator	Fraction Subtraction War	Radical Math	167	Cards - ace -queen (ace=1, jack=11, queen=12), paper, pencil, calculator	BK10

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5.NBT.7	Adding and subtracting tenths on a number line, including negative numbers	Target Zero	Radical Math	168	1 decadic, 1 number line per player, pencil and pointer	BK10
5.NF.4	Doubling fractions, reducing fractions to simplest form	Double Reduce Snap	Radical Math	169	2 twelve-sided (1-12) dice	BK10
3.NF.3	Building equivalent fractions	Connor's Equivalent Race	Radical Math	170	Cards – ace -queen (ace=1, jack=11, queen=12)	BK10
3.NF.3	Equivalent fractions, adding fractions, probability, mental calculations	Beat Mr. Mathjack	Radical Math	172	Fraction cards, 1 sheet for each player, counters	BK10
5.NF.1	Equivalent fractions, adding fractions, probability, mental calculations	Beat Mr. Mathjack	Radical Math	172	Fraction cards, 1 sheet for each player, counters	BK10
4.NF.4	Multiplying a whole number by a fraction	Fraction Roll Offs	Radical Math	174	Cards – ace -queen (ace=1, jack=11, queen=12), one 20-sided (1-20) die	BK10
5.NF.4	Multiplying proper fractions with whole numbers, unlike denominators, estimating, using a calculator	Fraction "X"	Radical Math	175	Cards – ace -queen (ace=1, jack=11, queen=12)	BK10
7.NS.1	Plotting integers and negative/positive fractions, adding and subtracting, problem solving	Fraction Get Back	Radical Math	176	Fractions cards, gameboard, markets, operation (+/-) die (or use a regular die 1,2, 3 = positive values, 4, 5, 6=negative values)	BK10
5.NF.4	Multiplying proper and improper fractions, reducing fractions, comparing fractions	Fraction production	Radical Math	177	Cards ace -9 (ace=1), one 12-sided (1-12) die, calculator	BK10
4.NF.2	Comparing fractions, converting to decimals, adding and subtracting fractions	Brainy Fractions	Radical Math	178	2 regular dice, cards ace -queen (ace=1, jack=11, queen=12), paper, pencil, calculator	BK10
5.NF.1	Comparing fractions, converting to decimals, adding and subtracting fractions	Brainy Fractions	Radical Math	178	2 regular dice, cards ace -queen (ace=1, jack=11, queen=12), paper, pencil, calculator	BK10
5.NF.3	Comparing fractions, converting to decimals, adding and subtracting fractions	Brainy Fractions	Radical Math	178	2 regular dice, cards ace -queen (ace=1, jack=11, queen=12), paper, pencil, calculator	BK10
6.RP.3	Writing ratios using a colon, comparing ratios, expressing ratios as fractions, decimals and percents	Rock 'N Ratios	Radical Math	180	One 30-sided (1-30) die per player, paper, pencil, calculator	BK10
6.NS.4	Finding the least common multiple, prime factorization	Least Common Multiple Snap	Radical Math	185	one 12-sided (1-12) die, paper, pencil	BK10
4.OA.4	Common multiples, multiplication, factors	Multiples To The End	Radical Math	186	One 30-sided (1-30) die, one 10-sided (0-9) die, gameboard, paper, pencil	BK10

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4.OA.4	Constructing factor trees and identifying the prime factors of a number	Prime It!	Radical Math	189	1 decadie and one 10-sided (0-9) die per player or group, gameboard, plain paper pencil	BK10
6.NS.4	Prime factorization, addition with regrouping, problem solving	Prime And Punishment	Radical Math	191	Cards king -9 (king=0), paper, pencil, calculator	BK10
4.OA.4	Prime factorization of 2-digit numbers	Deca Prime Snap	Radical Math	193	1 decadie, one 10-sided (0-9) die, paper, pencil	BK10
7.RP.3	Calculating simple interest using a formula	Taking Interest	Radical Math	195	Cards ace -9 (ace=1), one 10-sided (0-9) die, one regular die, paper, pencil, calculator	BK10
7.RP.3	Calculating percent (%) discount, counting mixed change	Pocket Savings	Radical Math	196	Cards king -9 (king=0, ace=1), mixed coins, paper, pencil, 1 decadie per player, calculator	BK10
6.RP.3	Calculating percent	What Percent Snap	Radical Math	198	Cards king -9 (king=0, ace=1), 1 decadie, paper, pencil, calculator	BK10
6.RP.3	Calculating percent	Making The Grade	Radical Math	199	1 decadie and one 10-sides (0-9) die per player, pencil, paper	BK10
F-TF.1	Converting radian measure to degree measure	Twice Around the Track	Radical Math	201	Playing cards 1-4 and 6, paper, pencil	BK10
F-TF.2	Converting radian measure to degree measure	Twice Around the Track	Radical Math	201	Playing cards 1-4 and 6, paper, pencil	BK10
F-TF.1	Determining the trig ratio from the radian measure on a unit circle	Double Time Around The Track	Radical Math	202	Playing cards 1-4 and 6, 1 regular die, 1 gameboard per player	BK10
1.OA.6	Addition	Double Dare You	Double Dare You	10	5 regular double dice, paper, pencil for each	BK13
2.NBT.5	Addition	Double Dare You	Double Dare You	10	5 regular double dice, paper, pencil for each	BK13
2.OA.2	Addition	Double Dare You	Double Dare You	10	5 regular double dice, paper, pencil for each	BK13
3.OA.7	Multiplication	Double Up Multiplication	Double Dare You	12	2 regular double dice, paper, pencil, bingo chips, or other markers, copy of a 5x5 grid for each	BK13
4.NF.2	Simplifying fractions	Simply Fractions	Double Dare You	13	2 regular double dice for each	BK13
4.NF.4	Simplifying fractions	Simply Fractions	Double Dare You	13	2 regular double dice for each	BK13
3.NF.3	Ordering fractions	Order in the Court	Double Dare You	15	2 regular double dice, paper, pencil for each	BK13
2.NBT.4	Compare 3-digit numbers	Cubic Mystery	Double Dare You	16	1 three-in-a-cube die, paper, pencil for each	BK13
2.OA.2	Mixed Operations	Tick Tock Roll a Clock	Double Dare You	19	1 three-in-a-cube die, paper, pencil for each	BK13
3.NBT.2	Mixed Operations	Tick Tock Roll a Clock	Double Dare You	19	1 three-in-a-cube die, paper, pencil for each	BK13



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3.OA.4	Mixed Operations	Tick Tock Roll a Clock	Double Dare You	19	1 three-in-a-cube die, paper, pencil for each	BK13
3.OA.6	Mixed Operations	Tick Tock Roll a Clock	Double Dare You	19	1 three-in-a-cube die, paper, pencil for each	BK13
3.OA.7	Mixed Operations	Tick Tock Roll a Clock	Double Dare You	19	1 three-in-a-cube die, paper, pencil for each	BK13
5.OA.2	Mixed Operations	Tick Tock Roll a Clock	Double Dare You	19	1 three-in-a-cube die, paper, pencil for each	BK13
3.NBT.2	To be the first player to create a balanced equation using the numbers rolled on both dice	It's a Balancing Act	Double Dare You	20	1 three-in-a-cube die, paper and pencil for each	BK13
3.OA.4	To be the first player to create a balanced equation using the numbers rolled on both dice	It's a Balancing Act	Double Dare You	20	1 three-in-a-cube die, paper and pencil for each	BK13
3.OA.6	To be the first player to create a balanced equation using the numbers rolled on both dice	It's a Balancing Act	Double Dare You	20	1 three-in-a-cube die, paper and pencil for each	BK13
5.OA.2	To be the first player to create a balanced equation using the numbers rolled on both dice	It's a Balancing Act	Double Dare You	20	1 three-in-a-cube die, paper and pencil for each	BK13
2.OA.2	Mixed Operations	Double Dare Solitaire	Double Dare You	23	Cards Ace-Queen + 1 Joker (Ace=1, Jack=11, Queen=12, Joker is wild) 49 cards total, one 10-sided double die (or regular double dice) for each	BK13
3.NBT.2	Mixed Operations	Double Dare Solitaire	Double Dare You	23	Cards Ace-Queen + 1 Joker (Ace=1, Jack=11, Queen=12, Joker is wild) 49 cards total, one 10-sided double die (or regular double dice) for each	BK13
3.OA.4	Mixed Operations	Double Dare Solitaire	Double Dare You	23	Cards Ace-Queen + 1 Joker (Ace=1, Jack=11, Queen=12, Joker is wild) 49 cards total, one 10-sided double die (or regular double dice) for each	BK13
3.OA.6	Mixed Operations	Double Dare Solitaire	Double Dare You	23	Cards Ace-Queen + 1 Joker (Ace=1, Jack=11, Queen=12, Joker is wild) 49 cards total, one 10-sided double die (or regular double dice) for each	BK13
3.OA.7	Mixed Operations	Double Dare Solitaire	Double Dare You	23	Cards Ace-Queen + 1 Joker (Ace=1, Jack=11, Queen=12, Joker is wild) 49 cards total, one 10-sided double die (or regular double dice) for each	BK13

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5.OA.2	Mixed Operations	Double Dare Solitaire	Double Dare You	23	Cards Ace-Queen + 1 Joker (Ace=1, Jack=11, Queen=12, Joker is wild) 49 cards total, one 10-sided double die (or regular double dice) for each	BK13
2.OA.2	Addition & Subtraction	Dashing Doubles	Double Dare You	25	0-18 graph, pencil one 10-sided double die for each	BK13
5.G.1	To get 3 coordinates in a row, either horizontally, vertically or diagonally	Plotting Along	Double Dare You	26	One 10-sided double die, graph paper, pencil for each	BK13
6.NS.6	To get 3 coordinates in a row, either horizontally, vertically or diagonally	Plotting Along	Double Dare You	26	One 10-sided double die, graph paper, pencil for each	BK13
2.OA.2	Sums and Square numbers	Back To Square One	Double Dare You	28	2 regular double dice, one 10-sided double die, paper, pencil for each	BK13
4.NBT.5	Sums and Square numbers	Back To Square One	Double Dare You	28	2 regular double dice, one 10-sided double die, paper, pencil for each	BK13
4.OA.4	Sums and Square numbers	Back To Square One	Double Dare You	28	2 regular double dice, one 10-sided double die, paper, pencil for each	BK13
6.NS.5	To build a sequence of at least 3 numbers in a row	Double Dicey Decisions	Double Dare You	30	1 regular double die, one 10-sided double die, one three-in-a-cube die, paper, pencil for each	BK13
5.NBT.3	Decimal place value, comparing decimals	Dicey Decimal Duets	Power Play	1	Tenths, hundredths, thousandths die for each player	BK14
4.NBT.2	Multi-digit place value, comparing whole numbers	Wholey Number Oley	Power Play	1	Thousands, hundreds, tens, ones die for each player	BK14
4.NBT.7	Decimal place value, comparing decimals	Read Em and Weep	Power Play	2	Tenths, hundredths, Tens, ones, hundreds die, bingo chip for each player	BK14
5.NBT.3	Decimal place value, comparing decimals	Read Em and Weep	Power Play	2	Tenths, hundredths, Tens, ones, hundreds die, bingo chip for each player	BK14
4.NBT.2	Multi-digit whole number Place value, comparing numbers	Stuck Between	Power Play	2	Thousands, tens, hundred, ones die for each player	BK14
4.NBT.7	Decimal addition, comparing decimals	Adding Decimal Duets	Power Play	3	2 Hundreds, Tens, Ones, tenths dice per player	BK14
5.NBT.3	Decimal addition, comparing decimals	Adding Decimal Duets	Power Play	3	2 Hundreds, Tens, Ones, tenths dice per player	BK14
4.NBT.7	Decimal subtraction, comparing decimals	Subtracting Decimal Duets	Power Play	3	2 Hundreds, Tens, Ones, tenths dice per player	BK14
5.NBT.3	Decimal subtraction, comparing decimals	Subtracting Decimal Duets	Power Play	3	2 Hundreds, Tens, Ones, tenths dice per player	BK14
4.NBT.2	Multi-digit addition, comparing numbers	Addition Face Off	Power Play	3	2 Thousands, hundreds, tens, ones dice per player	BK14
4.NBT.4	Multi-digit addition, comparing numbers	Addition Face Off	Power Play	3	2 Thousands, hundreds, tens, ones dice per player	BK14

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5.NBT.7	Multiplying decimals	Multi-Decimal Duets	Power Play	3	Ones die and tens die per player	BK14
K.CC.2	Count on from a number	Place Value Patterns	Power Play	4	Decade die and 0-9 die.	BK14
4.NBT.2	Place value, comparing and subtracting 4-digit numbers	Match Makers	Power Play	5	Cards (Ace=1) – 9 , thousands, hundreds, tens, ones die/per player	BK14
4.NBT.4	Place value, comparing and subtracting 4-digit numbers	Match Makers	Power Play	5	Cards (Ace=1) – 9 , thousands, hundreds, tens, ones die/per player	BK14
4.NBT.4	Place value, subtracting 4-digit numbers, estimating	Mac’s Midway Challenge	Power Play	6	Two thousands dice, cards (Ace=1) – 9.	BK14
3.NBT.2	Subtracting 3-4 digit-numbers, estimating, problem solving	Subtraction Shuffle	Power Play	7	One hundreds die, (Ace=1) – 9, paper, pencil	BK14
4.NBT.4	Subtracting 3-4 digit-numbers, estimating, problem solving	Subtraction Shuffle	Power Play	7	One hundreds die, (Ace=1) – 9, paper, pencil	BK14
5.NBT.3	Identifying place value, addition of decimal numbers, probability	Hide & Seek	Power Play	8	One of each type of place value dice thousands to thousandths, gameboard, pencil	BK14
5.NBT.7	Adding decimals, probability, place value	The Risk Takers	Power Play	9	Decade (tens) to hundredths dice/per player, paper, pencil	BK14
5.NBT.7	Decimal place value, adding and subtracting decimals, probability	You’re Number One!	Power Play	10	1 each of tenths, hundredths, thousandths dice, gameboard, pencil	BK14
4.NBT.4	Mental addition with 1000’s, adding with regrouping to 100,000, mental math subtraction	100,000 Toss Up	Power Play	11	1 thousands die per player, paper, pencil	BK14
5.NBT.7	Multiplying decimals, mental math, identifying and comparing decimals	Connect Three	Power Play	12	1 hundredths die, one tens (decade) die per player, gameboard, paper, pencil, bingo chips	BK14
K.CC.4	Counting, Number Word Recognition	Number Word Blackout	Domino Games Connecting The Dots Ages 5-10	14	1 set dominoes, 1 gameboard per player	BK15
K.CC.6	Counting, Matching quantities	Matching Pip Concentration	Domino Games Connecting The Dots Ages 5-10	16	1 set dominoes	BK15
K.CC.6	Matching quantities	Rolling Pattern Trains	Domino Games Connecting The Dots Ages 5-10	17	2 sets dominoes, 1 regular die, 1 gameboard per player	BK15
K.CC.6	Pattern recognition	Bingo Black Out	Domino Games Connecting The Dots Ages 5-10	19	2 sets dominoes	BK15
K.CC.6	Matching quantities	Domino Flash and Match	Domino Games Connecting The Dots Ages 5-10	20	2 sets dominoes	BK15

Summary All Books

K.CC.6	Matching, scanning	Pip Pip Hurrah!	Domino Games Connecting The Dots Ages 5-10	21	1 set of dominoes per player, 1 regular die per player	BK15
K.CC.6	Number recognition	Go Fetch!	Domino Games Connecting The Dots Ages 5-10	22	1 set of dominoes per player, 2 regular dice	BK15
K.CC.6	Matching patterns	Geominoes	Domino Games Connecting The Dots Ages 5-10	23	2 sets of dominoes, 1 gameboard per player	BK15
1.OA.6	Adding to 12, Subtracting from 6	Clockominoes	Domino Games Connecting The Dots Ages 5-10	25	1 set dominoes per player, 1 gameboard per player	BK15
K.OA.1	Recognizing number patterns 1-12, recognizing position of number on a clock	Clockominoes	Domino Games Connecting The Dots Ages 5-10	25	1 set dominoes per player, 1 gameboard per player	BK15
K.CC.6	Comparing numbers	Choo Choo Express	Domino Games Connecting The Dots Ages 5-10	27	1 set dominoes per player, 1 regular die	BK15
K.CC.4	Counting, one-to-one correspondence	Choo Choo Express	Domino Games Connecting The Dots Ages 5-10	27	1 set dominoes per player, 1 regular die	BK15
1.OA.5	Adding to 12	Domino Dice Match	Domino Games Connecting The Dots Ages 5-10	28	1 set dominoes per player, 1 gameboard, 2 regular dice	BK15
1.OA.6	Adding to 12	Domino Dice Match	Domino Games Connecting The Dots Ages 5-10	28	1 set dominoes per player, 1 gameboard, 2 regular dice	BK15
1.OA.6	Adding, subtracting, number recognition	Plus or Minus Match	Domino Games Connecting The Dots Ages 5-10	30	1 set dominoes, numeral and spotted patterns	BK15
1.OA.6	Predicting, adding, greater than/less than, logical reasoning	Beginners Predictors	Domino Games Connecting The Dots Ages 5-10	33	1 set dominoes, 1 pair regular dice, gameboard	BK15
K.CC.6	Predicting, adding, greater than/less than, logical reasoning	Beginners Predictors	Domino Games Connecting The Dots Ages 5-10	33	1 set dominoes, 1 pair regular dice, gameboard	BK15
K.OA.1	Predicting, adding, greater than/less than, logical reasoning	Beginners Predictors	Domino Games Connecting The Dots Ages 5-10	33	1 set dominoes, 1 pair regular dice, gameboard	BK15
1.OA.6	Recognizing number and quantity to 12, greater than/less than, equal to	Dozen Domino Dilemma	Domino Games Connecting The Dots Ages 5-10	34	1 set dominoes, gameboard	BK15

Summary All Books

K.CC.6	Recognizing number and quantity to 12, greater than/less than, equal to	Dozen Domino Dilemma	Domino Games Connecting The Dots Ages 5-10	34	1 set dominoes, gameboard	BK15
K.CC.6	Number matching, logical reasoning	Uh Oh Domino	Domino Games Connecting The Dots Ages 5-10	36	1 set dominoes, 1 regular die	BK15
1.NBT.2	Comparing numbers, adding to 12, "equal to" sums	Stack Up Variation	Domino Games Connecting The Dots Ages 5-10	37	2 sets dominoes	BK15
1.OA.6	Comparing numbers, adding to 12, "equal to" sums	Stack Up	Domino Games Connecting The Dots Ages 5-10	37	2 sets dominoes	BK15
K.CC.4	Comparing numbers, adding to 12, "equal to" sums	Stack Up	Domino Games Connecting The Dots Ages 5-10	37	2 sets dominoes	BK15
K.CC.6	Comparing numbers, adding to 12, "equal to" sums	Stack Up	Domino Games Connecting The Dots Ages 5-10	37	2 sets dominoes	BK15
K.OA.1	Comparing numbers, adding to 12, "equal to" sums	Stack Up	Domino Games Connecting The Dots Ages 5-10	37	2 sets dominoes	BK15
1.OA.6	Greater than/less than, comparing numbers, logical reasoning	Take the Domino Dare!	Domino Games Connecting The Dots Ages 5-10	38	2 sets dominoes	BK15
1.OA.6	Adding sums to 10, exploring fair/unfair chance	Fairway?	Domino Games Connecting The Dots Ages 5-10	39	1 set dominoes, 1 gameboard, 1 pair regular dice	BK15
7.PS.6	Adding sums to 10, exploring fair/unfair chance	Fairway?	Domino Games Connecting The Dots Ages 5-10	39	1 set dominoes, 1 gameboard, 1 pair regular dice	BK15
7.PS.7	Adding sums to 10, exploring fair/unfair chance	Fairway?	Domino Games Connecting The Dots Ages 5-10	39	1 set dominoes, 1 gameboard, 1 pair regular dice	BK15
1.OA.6	Adding to 12, comparing sums, greater than/less than	Higher Rank	Domino Games Connecting The Dots Ages 5-10	41	1 set dominoes	BK15
K.CC.6	Adding to 12, comparing sums, greater than/less than	Higher Rank	Domino Games Connecting The Dots Ages 5-10	41	1 set dominoes	BK15
2.OA.2	Adding, odd/even	Even Steven - Odd Todd	Domino Games Connecting The Dots Ages 5-10	42	1 set dominoes, 1 regular die, 1 gameboard	BK15

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2.OA.3	Adding, odd/even	Even Steven - Odd Todd	Domino Games Connecting The Dots Ages 5-10	42	1 set dominoes, 1 regular die, 1 gameboard	BK15
1.OA.6	Adding to 10, missing addends	Tricky Tens	Domino Games Connecting The Dots Ages 5-10	44	1 set dominoes	BK15
1.OA.8	Adding to 10, missing addends	Tricky Tens	Domino Games Connecting The Dots Ages 5-10	44	1 set dominoes	BK15
1.OA.6	Missing addends, building "10's", mental math	Make a Ten Snap	Domino Games Connecting The Dots Ages 5-10	45	1 set dominoes	BK15
1.OA.8	Missing addends, building "10's", mental math	Make a Ten Snap	Domino Games Connecting The Dots Ages 5-10	45	1 set dominoes	BK15
1.OA.6	Adding, doubling sums to 24, mental math	Doubling Troubling Dominoes	Domino Games Connecting The Dots Ages 5-10	46	1 set dominoes	BK15
2.OA.2	Adding, doubling sums to 24, mental math	Doubling Troubling Dominoes	Domino Games Connecting The Dots Ages 5-10	46	1 set dominoes	BK15
1.OA.6	Adding to 12, commutative property of addition, 0 property of addition	Tic Tac Twelve	Domino Games Connecting The Dots Ages 5-10	47	1 set dominoes, 1 gameboard per player, bingo chips	BK15
1.OA.6	Adding, plus one, minus one	More or Less	Domino Games Connecting The Dots Ages 5-10	49	2 sets dominoes, 2 regular dice	BK15
1.OA.6	Adding to 12, subtracting from an addend to find the missing part	I Have a Bone to Pick	Domino Games Connecting The Dots Ages 5-10	50	2 sets dominoes, 1 pair regular dice	BK15
K.CC.6	Comparing sums	I Have a Bone to Pick	Domino Games Connecting The Dots Ages 5-10	50	2 sets dominoes, 1 pair regular dice	BK15
1.OA.6	Missing addends, mental math	Domino Salute	Domino Games Connecting The Dots Ages 5-10	51	1 set dominoes	BK15
1.OA.8	Missing addends, mental math	Domino Salute	Domino Games Connecting The Dots Ages 5-10	51	1 set dominoes	BK15
1.OA.6	Adding to 12, recall of basic facts, addition families	Domino Flash and Dash	Domino Games Connecting The Dots Ages 5-10	52	1 set dominoes	BK15

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K.CC.6	Adding to 12, recall of basic facts, addition families	Domino Flash and Dash	Domino Games Connecting The Dots Ages 5-10	52	1 set dominoes	BK15
1.OA.2	Addition with regrouping, mental math	Three Player Hand Snap	Domino Games Connecting The Dots Ages 5-10	53	1 set dominoes	BK15
1.OA.6	Addition with regrouping, mental math	Three Player Hand Snap	Domino Games Connecting The Dots Ages 5-10	53	1 set dominoes	BK15
2.OA.2	Addition with regrouping, mental math	Three Player Hand Snap	Domino Games Connecting The Dots Ages 5-10	53	1 set dominoes	BK15
1.OA.6	Adding to 12, subtracting	End to End	Domino Games Connecting The Dots Ages 5-10	54	1 set dominoes, 1 gameboard per player, bingo chips	BK15
1.OA.6	Adding, subtracting	Domino Golf	Domino Games Connecting The Dots Ages 5-10	56	2 sets dominoes, 1 gameboard	BK15
1.OA.6	Subtracting, outcomes chart of probability	Subtraction Step Down	Domino Games Connecting The Dots Ages 5-10	58	1 set dominoes per player, 1 pair regular dice per player, 1 gameboard	BK15
1.NBT.3	Adding with regrouping, adding 4 addends, vertical addition	Loose Caboose	Domino Games Connecting The Dots Ages 5-10	60	2 sets dominoes, 1 gameboard per player	BK15
2.NBT.5	Adding with regrouping, adding 4 addends, vertical addition	Loose Caboose	Domino Games Connecting The Dots Ages 5-10	60	2 sets dominoes, 1 gameboard per player	BK15
2.OA.2	Adding with regrouping, adding 4 addends, vertical addition	Loose Caboose	Domino Games Connecting The Dots Ages 5-10	60	2 sets dominoes, 1 gameboard per player	BK15
2.NBT.5	Estimating, mental math, adding with regrouping	Use Your Head	Domino Games Connecting The Dots Ages 5-10	62	1 set dominoes, paper, pencil	BK15
3.NBT.2	Estimating, mental math, adding with regrouping	Use Your Head	Domino Games Connecting The Dots Ages 5-10	62	1 set dominoes, paper, pencil	BK15
3.OA.7	Multiplication to 36, Zero property of multiplication	Multiplication Elimination	Domino Games Connecting The Dots Ages 5-10	63	1 set dominoes, 1 gameboard	BK15
1.NBT.3	Place value - comparing 10's and 1's, adding and subtracting with regrouping	Tens and Ones Twister	Domino Games Connecting The Dots Ages 5-10	65	1 set dominoes, 1 pair regular dice	BK15

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3.NBT.1	Rounding numbers to the nearest 10	Domino Revolution	Domino Games Connecting The Dots Ages 5-10	66	1 set dominoes, 1 gameboard, bingo chips	BK15
1.NBT.3	Comparing place value (tens/ones) greatest, least, between	Betweeners	Domino Games Connecting The Dots Ages 5-10	68	1 set dominoes	BK15
4.NBT.2	Comparing place value (thousands) greatest, least, between	Betweeners Variation	Domino Games Connecting The Dots Ages 5-10	68	2 sets dominoes (different colors)	BK15
1.OA.6	Adding, comparing sums, greatest, least, between, visual matching	New Twist on Betweeners	Domino Games Connecting The Dots Ages 5-10	72	1 set dominoes, gameboard	BK15
K.CC.6	Adding, comparing sums, greatest, least, between, visual matching	New Twist on Betweeners	Domino Games Connecting The Dots Ages 5-10	72	1 set dominoes, gameboard	BK15
1.OA.6	Adding with regrouping, 4 addends, missing addends, logical reasoning, predicting	Pick a Side	Domino Games Connecting The Dots Ages 5-10	75	1 set dominoes per team, 1 gameboard per team	BK15
2.NBT.5	Adding with regrouping, 4 addends, missing addends, logical reasoning, predicting	Pick a Side	Domino Games Connecting The Dots Ages 5-10	75	1 set dominoes per team, 1 gameboard per team	BK15
1.OA.6	Addition	A Domino Twist on Traditional War Games	Domino Games Linking The Learning Ages 8-13	12	1 or 2 sets dominoes	BK16
3.OA.7	Multiplication	A Domino Twist on Traditional War Games	Domino Games Linking The Learning Ages 8-13	12	1 or 2 sets dominoes	BK16
1.OA.6	Logical reasoning, adding, comparing sums, Greatest, Between, Least	Order Up	Domino Games Linking The Learning Ages 8-13	15	1 set dominoes, 1 gameboard per player	BK16
K.CC.6	Logical reasoning, adding, comparing sums, Greatest, Between, Least	Order Up	Domino Games Linking The Learning Ages 8-13	15	1 set dominoes, 1 gameboard per player	BK16
1.OA.6	Adding patterns to 10	Make Tens	Domino Games Linking The Learning Ages 8-13	17	1 set dominoes, 1 gameboard	BK16
2.NBT.5	Adding sums to an accumulated total	Domino Express	Domino Games Linking The Learning Ages 8-13	17	1 set dominoes per player, 1 regular die	BK16
1.OA.6	Adding patterns to 15, missing addends	Tricky Fifteens	Domino Games Linking The Learning Ages 8-13	20	1 set dominoes	BK16



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1.OA.8	Adding patterns to 15, missing addends	Tricky Fifteens	Domino Games Linking The Learning Ages 8-13	20	1 set dominoes	BK16
2.NBT.5	Adding and subtracting with regrouping	Twisting Dominoes	Domino Games Linking The Learning Ages 8-13	21	1 set dominoes, 1 pair regular dice, 1 gameboard per player	BK16
1.OA.6	Adding, subtracting	Wipe Out!	Domino Games Linking The Learning Ages 8-13	23	1 set dominoes per player, 1 gameboard	BK16
1.OA.6	Adding, logical reasoning	Stackers	Domino Games Linking The Learning Ages 8-13	25	1 set dominoes	BK16
K.CC.2	Adding, logical reasoning	Stackers	Domino Games Linking The Learning Ages 8-13	25	1 set dominoes	BK16
2.NBT.5	Addition with regrouping	Long Train Running	Domino Games Linking The Learning Ages 8-13	26	2 sets dominoes, 1 gameboard per player	BK16
2.NBT.5	Addition with regrouping, logical reasoning, doubles	Seeing Doubles	Domino Games Linking The Learning Ages 8-13	28	1 set dominoes, 1 gameboard per player	BK16
2.NBT.5	Logical Reasoning, addition with regrouping	Freeze Frame	Domino Games Linking The Learning Ages 8-13	30	2 sets dominoes, 1 gameboard per player	BK16
2.NBT.5	Adding with regrouping, probability, logical reasoning, predicting	Undercover	Domino Games Linking The Learning Ages 8-13	32	1 set dominoes, 1 gameboard per player	BK16
2.NBT.5	Logical reasoning, addition with regrouping, adding accumulated sums	Designer Dominoes	Domino Games Linking The Learning Ages 8-13	34	1 set dominoes	BK16
3.NBT.2	Logical reasoning, addition with regrouping, adding accumulated sums	Designer Dominoes	Domino Games Linking The Learning Ages 8-13	34	1 set dominoes	BK16
2.OA.2	Mixed operations	Bury the Bones	Domino Games Linking The Learning Ages 8-13	35	2 sets dominoes (different colors), gameboard	BK16
3.OA.7	Mixed operations	Bury the Bones	Domino Games Linking The Learning Ages 8-13	35	2 sets dominoes (different colors), gameboard	BK16
3.OA.8	Mixed operations	Bury the Bones	Domino Games Linking The Learning Ages 8-13	35	2 sets dominoes (different colors), gameboard	BK16

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2.NBT.5	Adding, adding accumulative sums, predicting	Beware of the Blanks	Domino Games Linking The Learning Ages 8-13	37	1 set dominoes, 1 gameboard per player	BK16
1.OA.6	Adding, logical reasoning, analyzing and interpreting outcomes	Backfire	Domino Games Linking The Learning Ages 8-13	39	1 set dominoes	BK16
1.OA.6	Logical Reasoning, comparing sums, greater than/less than	Domino Skunk	Domino Games Linking The Learning Ages 8-13	41	1 set dominoes	BK16
K.CC.6	Logical Reasoning, comparing sums, greater than/less than	Domino Skunk	Domino Games Linking The Learning Ages 8-13	41	1 set dominoes	BK16
3.OA.7	Multiplying, adding accumulative sums	Jumping Dominoes	Domino Games Linking The Learning Ages 8-13	42	2 sets dominoes, hundred board, 2 bingo chips, recording sheet	BK16
3.OA.7	Multiplying to 36	Multi-Link	Domino Games Linking The Learning Ages 8-13	46	1 set dominoes, 1 gameboard per player	BK16
4.NBT.5	Multiplying 2-digit by 1-digit	Flip Flop Dominoes	Domino Games Linking The Learning Ages 8-13	48	1 set dominoes, 1 regular die per player	BK16
3.OA.7	Multiplying to 100	Two Step Scramble	Domino Games Linking The Learning Ages 8-13	49	2 sets dominoes (different colors), gameboard	BK16
4.OA.6	Dividing, estimating quotients	Division Snap	Domino Games Linking The Learning Ages 8-13	51	1 set dominoes, 1 regular die per player	BK16
2.OA.2	Adding, subtracting, multiplying, dividing, probability, outcomes	Capture Caper	Domino Games Linking The Learning Ages 8-13	52	1 set dominoes, gameboard	BK16
3.OA.7	Adding, subtracting, multiplying, dividing, probability, outcomes	Capture Caper	Domino Games Linking The Learning Ages 8-13	52	1 set dominoes, gameboard	BK16
3.OA.8	Adding, subtracting, multiplying, dividing, probability, outcomes	Capture Caper	Domino Games Linking The Learning Ages 8-13	52	1 set dominoes, gameboard	BK16
2.OA.2	Mixed operations	Scanners	Domino Games Linking The Learning Ages 8-13	54	2 sets dominoes, 1 set per player, 2 regular dice	BK16
3.OA.7	Mixed operations	Scanners	Domino Games Linking The Learning Ages 8-13	54	2 sets dominoes, 1 set per player, 2 regular dice	BK16

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3.OA.8	Mixed operations	Scanners	Domino Games Linking The Learning Ages 8-13	54	2 sets dominoes, 1 set per player, 2 regular dice	BK16
2.OA.2	Adding, subtracting, multiplying, dividing, probability	Bye Bye Dominoes	Domino Games Linking The Learning Ages 8-13	55	2 sets dominoes, 2 regular dice, 1 gameboard per player	BK16
3.OA.7	Adding, subtracting, multiplying, dividing, probability	Bye Bye Dominoes	Domino Games Linking The Learning Ages 8-13	55	2 sets dominoes, 2 regular dice, 1 gameboard per player	BK16
2.OA.2	Adding, subtracting, multiplying, dividing, analyzing outcomes	Dominite	Domino Games Linking The Learning Ages 8-13	57	1 set dominoes, 1 pair regular dice	BK16
3.OA.7	Adding, subtracting, multiplying, dividing, analyzing outcomes	Dominite	Domino Games Linking The Learning Ages 8-13	57	1 set dominoes, 1 pair regular dice	BK16
1.NBT.3	Comparing numbers, logical reasoning, predicting, adding	Mystery Betweeners Variation 1	Domino Games Linking The Learning Ages 8-13	58	1 set dominoes, paper	BK16
1.OA.6	Comparing numbers, logical reasoning, predicting, adding	Mystery Betweeners	Domino Games Linking The Learning Ages 8-13	58	1 set dominoes, paper	BK16
4.NF.2	Comparing numbers, logical reasoning, predicting, adding	Mystery Betweeners Variation 2	Domino Games Linking The Learning Ages 8-13	58	1 set dominoes, paper	BK16
K.CC.6	Comparing numbers, logical reasoning, predicting, adding	Mystery Betweeners	Domino Games Linking The Learning Ages 8-13	58	1 set dominoes, paper	BK16
4.NBT.2	Place value, logical reasoning	Trading Places	Domino Games Linking The Learning Ages 8-13	60	1 set dominoes, 1 gameboard	BK16
1.NBT.3	Ordering place value, logical reasoning	Place Value Line Up	Domino Games Linking The Learning Ages 8-13	62	1 set dominoes, 1 gameboard	BK16
4.NBT.2	Place value to 1000s, logical reasoning	Line Er' Up	Domino Games Linking The Learning Ages 8-13	64	1 set dominoes, 1 gameboard	BK16
4.NF.7	Verbalizing place value, verbalizing decimals to 100ths, comparing whole and decimal numbers	Mystery Place	Domino Games Linking The Learning Ages 8-13	66	2 sets dominoes (different colors), paper bag	BK16
3.NF.3	Identifying and naming fractions, equivalent fractions	"Fill Er' Up" Fractions	Domino Games Linking The Learning Ages 8-13	67	1 set dominoes per player, 1 gameboard per player, bingo chips	BK16

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3.NF.3	Equivalent fractions	Equivalence Divide and Conquer	Domino Games Linking The Learning Ages 8-13	69	1 set dominoes, 1 pair regular dice	BK16
3.NF.1	Comparing proper & improper fractions	Flipper	Domino Games Linking The Learning Ages 8-13	70	1 set dominoes, 1 gameboard	BK16
4.NF.2	Ordering proper fractions, logical reasoning	Fraction Line UP	Domino Games Linking The Learning Ages 8-13	72	1 set dominoes, 1 gameboard	BK16
5.NF.1	Identifying proper fractions, adding proper fractions to equal 1, equivalent fractions	Whole Some Fractions	Domino Games Linking The Learning Ages 8-13	74	2 sets dominoes	BK16
6.NS.7	Adding Integers	Don't Be Negative	Domino Games Linking The Learning Ages 8-13	75	2 sets dominoes (different colors), paper bag	BK16
7.NS.1	Adding Integers	Don't Be Negative	Domino Games Linking The Learning Ages 8-13	75	2 sets dominoes (different colors), paper bag	BK16
1.OA.6	Missing addend, sums to 12, pre-algebra	Hidden Towers	Domino Games Linking The Learning Ages 8-13	76	1 set dominoes	BK16
1.OA.8	Missing addend, sums to 12, pre-algebra	Hidden Towers	Domino Games Linking The Learning Ages 8-13	76	1 set dominoes	BK16
			Daily PE			BK17
K.CC.6	Number recognition, matching	Pair Them Up	Shuffle into Math Family Edition	4	Deck of cards, jokers removed	BK19
K.CC.3	Number recognition, matching	Hot Cards	Shuffle into Math Family Edition	5	Deck of cards, jokers removed	BK19
PK	Number recognition, matching	Hot Cards	Shuffle into Math Family Edition	5	Deck of cards, jokers removed	BK19
K.CC.4	Number matching, 2-12	Roll Them Out	Shuffle into Math Family Edition	6	2 dice, deck of cards, kings and aces removed. Jack = 11, queen=12	BK19
1.OA.6	Addition facts 1-10, 1-18 combinations	Face Off	Shuffle into Math Family Edition	9	Cards (Ace=1) -5, or (Ace=1) - 9	BK19
1.OA.6	Subtraction from 10	Face Off	Shuffle into Math Family Edition	9	Cards (Ace=1) – 10	BK19
2.OA.2	Addition, immediate recall of basic facts	Addition Snap	Shuffle into Math Family Edition	14	Cards (Ace=1) – 9	BK19
2.OA.2	Addition to 12, counting on from larger numbers, immediate recall	Zap	Shuffle into Math Family Edition	15	2 dice, cards, king, ace and jokers removed; jack = 11, queen = 12	BK19

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1.OA.6	Subtraction, immediate recall of subtraction facts	Subtraction Snap	Shuffle into Math Family Edition	16	Cards (Ace=1) – 9	BK19
2.OA.2	Subtraction, immediate recall of subtraction facts	Subtraction snap	Shuffle into Math Family Edition	16	Cards (Ace=1) – 9	BK19
1.OA.6	Addition – three addends	Warp 3	Shuffle into Math Family Edition	19	Cards (ace=1) – 6	BK19
2.OA.2	Addition – three addends	Warp 3	Shuffle into Math Family Edition	19	Cards (ace=1) – 6	Bk19
2.OA.2	Subtraction facts – 18, immediate recall, 3 addend addition	Three Card Mixer	Shuffle into Math Family Edition	20	3 dice of one color, 1 of another, paper, pencil	BK19
1.NBT.1	Place value to 100, adding to 100	Race To 100	Shuffle into Math Family Edition	21	Die, paper, pencil, 1-100 chart	BK19
2.NBT.5	Place value to 100, subtracting numbers from 100	0 And You're Out	Shuffle into Math Family Edition	23	Die, paper, pencil	BK19
2.NBT.5	Adding 2-digit numbers	Baseball	Shuffle into Math Family Edition	24	cards; king=0, ace=1, jack = 11, queen = 12	BK19
2.NBT.5	Subtracting 2-digit numbers without regrouping	Baseball	Shuffle into Math Family Edition	24	cards; king=0, ace=1, jack = 11, queen = 12	BK19
3.NBT.2	Adding 3-digit numbers, no regrouping	T-Ball	Shuffle into Math Family Edition	25	Cards A-9	BK19
3.NBT.2	Subtracting 3-digit numbers, no regrouping	T-Ball	Shuffle into Math Family Edition	25	Cards A-9	BK19
1.NBT.1	Place value to 100, betweeness	Two-Digit Scramble	Shuffle into Math Family Edition	26	Cards (Ace=1) – 9, paper, pencil	BK19
1.NBT.3	Place value to 100, betweeness	Two-Digit Scramble	Shuffle into Math Family Edition	26	Cards (Ace=1) – 9, paper, pencil	BK19
1.NBT.1	Place value – numbers to 100, odd/even	A-Ten-Tion	Shuffle into Math Family Edition	27	Cards (Ace=1) – 9, die, paper, pencil	BK19
1.NBT.1	Place value to 100. Betweeness, odd/even	Who's In The Middle?	Shuffle into Math Family Edition	28	Cards (Ace=1) – 9, die, paper, pencil	BK19
1.NBT.3	Place value to 100. Betweeness, odd/even	Who's In The Middle?	Shuffle into Math Family Edition	28	Cards (Ace=1) – 9, die, paper, pencil	BK19
2.NBT.3	Place value to 1000, betweeness	Three-Digit Scramble	Shuffle into Math Family Edition	28	Cards (Ace=1) – 9, paper, pencil	BK19
2.NBT.4	Place value to 1000, betweeness	Three-Digit Scramble	Shuffle into Math Family Edition	28	Cards (Ace=1) – 9, paper, pencil	BK19
2.NBT.3	Place value to 1000, odd/even	Race To 1000	Shuffle into Math Family Edition	31	Cards (Ace=1) – 9, die, paper, pencil	BK19
2.NBT.4	Place value to 1000, odd/even	Race To 1000	Shuffle into Math Family Edition	31	Cards (Ace=1) – 9, die, paper, pencil	BK19
2.NBT.4	Place value to 1000, betweeness	Squeeze Play	Shuffle into Math Family Edition	32	Cards (Ace=1) – 9, paper, pencil	BK19

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2.OA.2	Addition, number combinations to 12	Winning Track	Shuffle into Math Family Edition	10, 11	2 dice, paper, pencil	BK19
1.OA.6	Subtraction facts to 6	Subtraction Track	Shuffle into Math Family Edition	12, 13	2 dice, paper, pencil	BK19
2.OA.2	Numbers to 20, addition and subtraction to 20, odd/even	Make 20	Shuffle into Math Family Edition	17, 18	Cards (ace=1) – 5, or (Ace=1) -9, paper, pencil	BK19
1.MD.3	Telling time to the hour, addition	What Time is it Mr. Wolf?	Shuffle into Math Family Edition	7, 8	2 dice, deck of cards, kings and aces removed. Jack = 11, queen=12	BK19
1.OA.6	Telling time to the hour, addition	What Time is it Mr. Wolf?	Shuffle into Math Family Edition	7, 8	2 dice, deck of cards, kings and aces removed. Jack = 11, queen=12	BK19
2.OA.2	Telling time to the hour, addition	What Time is it Mr. Wolf?	Shuffle into Math Family Edition	7, 8	2 dice, deck of cards, kings and aces removed. Jack = 11, queen=12	BK19
			Shuffling Into Math Family Edition			BK19
			All Hands On Deck Family Edition			BK20
K.CC.3	Identifying numbers 1-6, counting, 1-1 correspondence to 6, graphing	1-6 Square Off	Rolling Into Math K-3	17	Tray of dice, gameboard, recording sheet	BK23
K.CC.3	Identifying numbers 1-6, counting, comparing numbers < >, 1-1 correspondence	Kindergarten Horse Race	Rolling Into Math K-3	20	Tray of dice, recording sheet	BK23
K.CC.6	Identifying numbers 1-6, counting, comparing numbers < >, 1-1 correspondence	Kindergarten Horse Race	Rolling Into Math K-3	20	Tray of dice, recording sheet	BK23
1.NBT.2	Identifying 10's and 1's, comparing numbers, greatest/least	10's and 1's Horse Race	Rolling Into Math K-3	23	Tray of dice, gameboard place value mat (optional)	BK23
1.NBT.3	Identifying 10's and 1's, comparing numbers, greatest/least, betweenness	Betweenner's Horse Race	Rolling Into Math K-3	28	Trays of dice, 0-100 number line (optional), gameboard, place value mat (optional)	BK23
2.NBT.1	Comparing place value to 10's, to 100's, identifying hundreds, tens, ones and verbalizing numbers correctly	Roll On Place Value - Primary	Rolling Into Math K-3	33	Tray of dice, gameboard, recording sheet	BK23
2.NBT.3	Comparing place value to 10's, to 100's, identifying hundreds, tens, ones and verbalizing numbers correctly	Roll On Place Value - Primary	Rolling Into Math K-3	33	Tray of dice, gameboard, recording sheet	BK23
2.NBT.1	Identifying 100's and 10's and 1's, greatest/least	Super Six Showdown	Rolling Into Math K-3	38	Tray of dice, gameboard	BK23
2.NBT.3	Identifying 100's and 10's and 1's, greatest/least	Super Six Showdown	Rolling Into Math K-3	38	Tray of dice, gameboard	BK23

Summary All Books

2.NBT.4	Identifying 100's and 10's and 1's, greatest/least	Super Six Showdown	Rolling Into Math K-3	38	Tray of dice, gameboard	BK23
2.NBT.3	Comparing place value, expanding numbers	Rock and Roll	Rolling Into Math K-3	41	2-6 dice per player, recording sheet	BK23
4.NBT.2	Comparing place value, expanding numbers	Rock and Roll	Rolling Into Math K-3	41	2-6 dice per player, recording sheet	BK23
4.NBT.2	Ordering and comparing place value to 100,000's, estimation	Last Man Standing	Rolling Into Math K-3	45	2-6 dice per player, recording sheet	BK23
4.NF.2	Comparing simple fractions, "proper fraction," "unit fraction", "regular fraction"	Basic Fraction Horse Race	Rolling Into Math K-3	48	Tray of dice, gameboard, fraction manipulatives	BK23
1.OA.3	Adding to 12, commutative property of addition, fact families	Horse Race – Primary Addition	Rolling Into Math K-3	54	Tray of dice, gameboard	BK23
1.OA.6	Adding to 12, commutative property of addition, fact families	Horse Race – Primary Addition	Rolling Into Math K-3	54	Tray of dice, gameboard	BK23
1.OA.4	Missing addend, subtraction, counting on or back	What's Under My Thumb	Rolling Into Math K-3	59	Tray of dice, gameboard	BK23
1.OA.5	Missing addend, subtraction, counting on or back	What's Under My Thumb	Rolling Into Math K-3	59	Tray of dice, gameboard	BK23
1.OA.6	Missing addend, subtraction, counting on or back	What's Under My Thumb	Rolling Into Math K-3	59	Tray of dice, gameboard	BK23
1.OA.3	Adding to 18 with 3 addends, fact families, associative property of addition, working with patterns	Warp 18	Rolling Into Math K-3	61	Tray of dice, gameboard	BK23
1.OA.6	Adding to 18 with 3 addends, fact families, associative property of addition, working with patterns	Warp 18	Rolling Into Math K-3	61	Tray of dice, gameboard	BK23
1.OA.6	Fact fluency, addition facts to 12, number patterns	Primary Super Mush	Rolling Into Math K-3	64	Tray of dice, recording sheet	BK23
1.OA.6	Adding to 12, odd/even sums, patterns	Even the Score - Addition	Rolling Into Math K-3	70	Tray of dice, gameboard	BK23
2.OA.3	Adding to 12, odd/even sums, patterns	Even the Score - Addition	Rolling Into Math K-3	70	Tray of dice, gameboard	BK23
1.OA.4	Addition to 12, subtraction from 6, patterns	Primary Race with Rules	Rolling Into Math K-3	75	Tray of dice, gameboard	BK23
1.OA.6	Addition to 12, subtraction from 6, patterns	Primary Race with Rules	Rolling Into Math K-3	75	Tray of dice, gameboard	BK23
1.OA.8	Addition to 12, subtraction from 6, patterns	Primary Race with Rules	Rolling Into Math K-3	75	Tray of dice, gameboard	BK23
2.NBT.6	Multiple addend addition with regrouping, counting multiples	Triple Tray	Rolling Into Math K-3	79	Tray of dice, recording sheet	BK23

Summary All Books

2.OA.2	Multiple addend addition with regrouping, counting multiples	Triple Tray	Rolling Into Math K-3	79	Tray of dice, recording sheet	BK23
1.OA.4	Subtracting from 12, adding sums, introducing the term "difference," 2-step problems	Slam Dunk Differences	Rolling Into Math K-3	82	Tray of dice, gameboard, recording sheet	BK23
1.OA.6	Subtracting from 12, adding sums, introducing the term "difference," 2-step problems	Slam Dunk Differences	Rolling Into Math K-3	82	Tray of dice, gameboard, recording sheet	BK23
Leads to 2.OA.1	Subtracting from 12, adding sums, introducing the term "difference," 2-step problems	Slam Dunk Differences	Rolling Into Math K-3	82	Tray of dice, gameboard, recording sheet	BK23
2.NBT.5	2-digit addition with regrouping, 3-digit addition with regrouping	Slam Dunk with Regrouping	Rolling Into Math K-3	85	Tray of dice, recording sheet	BK23
3.NBT.2	2-digit addition with regrouping, 3-digit addition with regrouping	Slam Dunk with Regrouping	Rolling Into Math K-3	85	Tray of dice, recording sheet	BK23
3.OA.5	Multiplication, products to 36, "factor," "product," commutative property of multiplication	36 Slam Dunk	Rolling Into Math K-3	92	Tray of dice, recording sheet	BK23
3.OA.7	Multiplication, products to 36, "factor," "product," commutative property of multiplication	36 Slam Dunk	Rolling Into Math K-3	92	Tray of dice, recording sheet	BK23
3.OA.4	Missing factor, division	What's Under My Thumb Multiplication	Rolling Into Math K-3	97	Tray of dice, gameboard	BK23
3.OA.5	Multiplying to 36, even/odd products, patterns, commutative and associative properties of multiplication	Even the Score - Multiplication	Rolling Into Math K-3	99	Tray of dice, gameboard	BK23
3.OA.7	Multiplying to 36, even/odd products, patterns, commutative and associative properties of multiplication	Even the Score - Multiplication	Rolling Into Math K-3	99	Tray of dice, gameboard	BK23
3.OA.7	Multiplying to 36	Race With Rules - Multiplication	Rolling Into Math K-3	104	Tray of dice, gameboard	BK23
3.OA.5	Multiplication, products to 72, 144, associative property of multiplication, factors	72 Slam Dunk	Rolling Into Math K-3	107	Tray of dice, gameboard	BK23
3.OA.7	Multiplication, products to 72, 144, associative property of multiplication, factors	72 Slam Dunk	Rolling Into Math K-3	107	Tray of dice, gameboard	BK23
1.OA.6	Patterning, doubles, addition with multiple addends	Square Doubling - Addition	Rolling Into Math K-3	111	Tray of dice	BK23



Summary All Books

2.NBT.6	Patterning, doubles, addition with multiple addends	Square Doubling - Addition	Rolling Into Math K-3	111	Tray of dice	BK23
3.OA.8	Mixed Operations	Leap Frog from Twelve	Rolling Into Math K-3	116	Tray of dice	BK23
2.NBT.5	Adding with patterns, recording and interpreting data	Big Sums	Rolling Into Math K-3	120	Tray of dice, recording sheet, pattern counting sheet	BK23
2.NBT.6	Adding with patterns, recording and interpreting data	Big Sums	Rolling Into Math K-3	120	Tray of dice, recording sheet, pattern counting sheet	BK23
6.SP.2	Probability, frequency and distribution, tallying, analyzing and interpreting data	How Perfect Are You?	Rolling Into Math K-3	125	Tray of dice, recording sheet	BK23
6.SP.4	Probability, frequency and distribution, tallying, analyzing and interpreting data	How Perfect Are You?	Rolling Into Math K-3	125	Tray of dice, recording sheet	BK23
4.OA.5	Developing and describing patterns, operations	Pattern Put Away	Rolling Into Math K-3	128	Tray of dice, recording sheet	BK23
1.OA.7	Adding, subtracting	Knock Yourself Out	Rolling Into Math K-3	131	Tray of dice, gameboard	BK23
1.OA.6	Addition & Subtraction	Knock Yourself Out!	Rolling Into Math K-3	131	Tray of 36 dice	BK23
2.NBT.6	Multiple addend addition, sequencing, patterns	Don't Hang Loose	Rolling Into Math K-3	136	Tray of dice, pattern chart, scoring sheet	BK23
2.NBT.6	Adding multiple addends	High Rollers	Rolling Into Math K-3	141	Tray of dice, gameboard, recording sheet	BK23
1.MD.4	Addition, constructing a bar graph, outcomes chart	Bell Curve Race	Rolling Into Math K-3	144	Gameboard, pair of dice per player, counters	BK23
1.OA.6	Addition, constructing a bar graph, outcomes chart	Bell Curve Race	Rolling Into Math K-3	144	Gameboard, pair of dice per player, counters	BK23
2.OA.2	Addition, constructing a bar graph, outcomes chart	Bell Curve Race	Rolling Into Math K-3	144	Gameboard, pair of dice per player, counters	BK23
1.MD.4	Recognizing doubles, building bar graphs	Seemingly Simple Doubles	Rolling Into Math K-3	147	Tray of 36 dice, gameboard, recording sheet	BK23
1.OA.6	Recognizing doubles, building bar graphs	Seemingly Simple Doubles	Rolling Into Math K-3	147	Tray of 36 dice, gameboard, recording sheet	BK23
4.NF.2	Comparing numbers (whole and decimals), logical reasoning, predicting,	Super Six Showdown	Math Fun"Die"mentals	17	Tray of 36 dice, gameboard	BK24
4.NF.7	Verbalizing place value, verbalizing decimals to 100ths, comparing whole and decimal numbers	Super Six Showdown	Math Fun"Die"mentals	17	Tray of 36 dice, gameboard	BK24
4.NBT.2	Expanding numbers, comparing up to 100,000	Roll On Place Value	Math Fun"Die"mentals	21	Dice Tray with 36 dice, gameboard	BK24

Summary All Books

5.NBT.3	Identifying place value of decimal numbers, expanded notation of decimals, probability	Roll On Place Value - Decimals	Math Fun"Die"Mentals	26	Dice Tray with 36 Dice, gameboard	BK24
5.NBT.1	Multi-digit place value, comparing multi-digit numbers to 100,000, expanded notation	Rock And Roll	Math Fun"Die"Mentals	31	6 Dice per player, Recording Sheet	BK24
5.NBT.1	Multi-digit place value, comparing multi-digit numbers to 100,000, expanded notation	Rock And Roll	Math Fun"Die"Mentals	31	6 Dice per player, Recording Sheet	BK24
5.NBT.1	Multi-digit place value, comparing multi-digit numbers to 100,000, expanded notation	Rock And Roll	Math Fun"Die"Mentals	31	6 Dice per player, Recording Sheet	BK24
5.NBT.1	place value to 100000	Batters Up	Math Fun"Die"Mentals	36	6 Dice per player, Recording Sheet	BK24
4.NBT.2	expanded notation	Batters Up	Math Fun"Die"Mentals	36	6 Dice per player, Recording Sheet	BK24
4.NBT.2	Ordering and comparing place value to 100,000's, estimation	Last Man Standing	Math Fun"Die"Mentals	39	2-6 dice per player, recording sheet	BK24
1.OA.5	Missing addend, subtraction, counting on or back, decompose numbers $\leq 12$	What's Under My Thumb	Math Fun"Die"Mentals	44	Tray of dice, recording sheet	BK24
1.OA.6	Missing addend, subtraction, counting on or back, decompose numbers $\leq 12$	What's Under My Thumb	Math Fun"Die"Mentals	44	Tray of dice, recording sheet	BK24
5.OA.1	Substitution into an algebraic expression	What's Under My Thumb	Math Fun"Die"Mentals	44	Tray of dice, recording sheet	BK24
1.OA.3	Adding to 18 with 3 addends, fact families, associative property of addition, commutative property of addition	Warp 18	Math Fun"Die"Mentals	46	Tray of dice, gameboard	BK24
4.OA.4	Common multiples, multiplication, factors	Triple Play	Math Fun"Die"Mentals	49	Tray of dice, recording sheet	BK24
4.OA.5	Describing patterns, operations	Triple Play	Math Fun"Die"Mentals	49	Tray of dice, recording sheet	BK24
5.OA.2	Mixed operations, addition facts, subtraction facts	Slam Dunk Differences	Math Fun"Die"Mentals	52	Tray of dice, recording sheet	BK24
6.EE.1	Mixed operations, problem solving, missing addends, minuends	Slam Dunk Differences	Math Fun"Die"Mentals	52	Tray of dice, recording sheet	BK24
3.OA.8	Order of operations, problem solving	Slam Dunk Differences	Math Fun"Die"Mentals	52	Tray of dice, recording sheet	BK24
1.OA.6	Subtracting from 12, adding sums, introducing the term "difference," 2-step problems	Slam Dunk Differences	Math Fun"Die"Mentals	52	Tray of dice, gameboard, recording sheet	BK24

Summary All Books

2.OA.1	Subtracting from 12, adding sums, introducing the term "difference," 2-step problems	Slam Dunk Differences	Math Fun"Die"Mentals	52	Tray of dice, gameboard, recording sheet	BK24
4.NBT.6	Addition/subtraction with regrouping of multi-digit numbers	Slam Dunk With Regrouping	Math Fun"Die"Mentals	55	Tray of dice, recording sheet	BK24
5.OA.2	Mixed operations, Order of Operations, problem solving	Super Mush Horse Race	Math Fun"Die"Mentals	62	Tray of dice, recording sheet	BK24
2.OA.2	Mixed operations, problem solving	Super Mush Horse Race	Math Fun"Die"Mentals	62	Tray of dice, recording sheet	BK24
3.OA.7	Mixed operations, problem solving	Sweet 16	Math Fun"Die"Mentals	62	Tray of dice, recording sheet	BK24
6.EE.1	Mixed operations, problem solving	Super Mush Horse Race	Math Fun"Die"Mentals	62	Tray of dice, recording sheet	BK24
3.OA.8	Order of operations, problem solving	Super Mush Horse Race	Math Fun"Die"Mentals	62	Tray of dice, recording sheet	BK24
5.OA.1	Order of operations, problem solving	Super Mush Horse Race	Math Fun"Die"Mentals	62	Tray of dice, recording sheet	BK24
3.OA.5	Multiplication, products to 36, "factor," "product," commutative property of multiplication	36 Slam Dunk	Math Fun"Die"Mentals	65	Tray of dice, recording sheet	BK24
3.OA.7	Multiplication, products to 36, "factor," "product," commutative property of multiplication	36 Slam Dunk	Math Fun"Die"Mentals	65	Tray of dice, recording sheet	BK24
3.OA.4	Missing factor, division	What's Under My Thumb Multiplication	Math Fun"Die"Mentals	70	Tray of dice, recording sheet	BK24
5.OA.1	Substitution into an algebraic expression	What's Under My Thumb - Multiplication	Math Fun"Die"Mentals	70	Tray of dice, recording sheet	BK24
3.OA.5	Multiplying to 36, even/odd products, patterns, commutative and associative properties of multiplication	Even the Score - Multiplication	Math Fun"Die"Mentals	72	Tray of dice, gameboard	BK24
3.OA.7	Multiplying to 36, even/odd products, patterns, commutative and associative properties of multiplication	Even the Score - Multiplication	Math Fun"Die"Mentals	72	Tray of dice, recording sheet	BK24
3.OA.5	Multiplication, products to 72, 144, associative property of multiplication, factors	72 Slam Dunk	Math Fun"Die"Mentals	77	Tray of dice, recording sheet	BK24
3.OA.7	Multiplication, products to 72, 144, associative property of multiplication, factors	72 Slam Dunk	Math Fun"Die"Mentals	77	Tray of dice, recording sheet	BK24

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3.OA.7	Multiplying to 36	Race With Rules - Multiplication	Math Fun"Die"Mentals	80	Tray of dice, gameboard	BK24
2.OA.5	Addition	Square Doubling - Addition	Math Fun"Die"Mentals	83	Tray of dice, gameboard	BK24
2.NBT.5	Addition of several addends with regrouping	Square Doubling - Addition	Math Fun"Die"Mentals	83	Tray of dice, gameboard	BK24
1.OA.6	Patterning, doubles, addition with multiple addends	Square Doubling - Addition	Math Fun"Die"Mentals	83	Tray of dice, gameboard	BK24
2.NBT.6	Patterning, doubles, addition with multiple addends	Square Doubling - Addition	Math Fun"Die"Mentals	83	Tray of dice, gameboard	BK24
4.NBT.5	Multiplication using 4 factors	Square Doubling - Multiplication	Math Fun"Die"Mentals	88	Tray of dice, gameboard	BK24
4.OA.4	Multiplying, Factors	Square Doubling - Multiplication	Math Fun"Die"Mentals	88	Tray of dice, gameboard	BK24
3.OA.8	Mixed Operations, Order of Operations	Leap Frog from Twelve	Math Fun"Die"Mentals	92	Tray of dice	BK24
5.OA.1	Mixed Operations, Order of Operations	Leap Frog from Twelve	Math Fun"Die"Mentals	92	Tray of dice	BK24
5.OA.2	Mixed Operations, Order of Operations	Leap Frog from Twelve	Math Fun"Die"Mentals	92	Tray of dice	BK24
6.EE.1	Mixed Operations, Order of Operations	Leap Frog from Twelve	Math Fun"Die"Mentals	92	Tray of dice	BK24
2.OA.2	Mixed operations, Order of Operations, Analytical Thinking	Tringo	Math Fun"Die"Mentals	95	Stratedice, 2 extra dice, gameboard	BK24
3.NBT.2	Mixed operations, Order of Operations, Analytical Thinking	Tringo	Math Fun"Die"Mentals	95	Stratedice, 2 extra dice, gameboard	BK24
3.OA.4	Mixed operations, Order of Operations, Analytical Thinking	Tringo	Math Fun"Die"Mentals	95	Stratedice, 2 extra dice, gameboard	BK24
3.OA.6	Mixed operations, Order of Operations, Analytical Thinking	Tringo	Math Fun"Die"Mentals	95	Stratedice, 2 extra dice, gameboard	BK24
3.OA.7	Mixed operations, Order of Operations, Analytical Thinking	Tringo	Math Fun"Die"Mentals	95	Stratedice, 2 extra dice, gameboard	BK24
5.OA.2	Mixed operations, Order of Operations, Analytical Thinking	Tringo	Math Fun"Die"Mentals	95	Stratedice, 2 extra dice, gameboard	BK24
6.EE.1	Mixed operations (+, -, x, ÷), order of operations, exponents	1-12 Corral Your Horses	Math Fun"Die"Mentals	99	Tray of 36 dice, recording sheet	BK24
5.OA.1	Mixed Operations, Order of operations (+, -, x, ÷), problem solving	1-12 Corral Your Horses	Math Fun"Die"Mentals	99	Tray of 36 dice, recording sheet	BK24
5.OA.2	Mixed Operations, Order of operations (+, -, x, ÷), problem solving	1-12 Corral Your Horses	Math Fun"Die"Mentals	99	Tray of 36 dice, recording sheet	BK24

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8.EE.7	Solving linear equations	1-12 Corral Your Horses	Math Fun"Die"Mentals	99	Tray of 36 dice, recording sheet	BK24
3.NBT.2	Mixed operations	Mixed Operation Super Mush	Math Fun"Die"Mentals	102	Tray of 36 dice, recording sheet	BK24
3.OA.4	Mixed operations	Mixed Operation Super Mush	Math Fun"Die"Mentals	102	Tray of 36 dice, recording sheet	BK24
3.OA.6	Mixed operations	Mixed Operation Super Mush	Math Fun"Die"Mentals	102	Tray of 36 dice, recording sheet	BK24
6.EE.1	Mixed operations (+, -, x, ÷), order of operations, exponents	Mixed Operation Super Mush	Math Fun"Die"Mentals	102	Tray of 36 dice, recording sheet	BK24
3.OA.7	Mixed operations (+, -, x, ÷)	Mixed Operation Super Mush	Math Fun"Die"Mentals	102	Tray of 36 dice, recording sheet	BK24
3.OA.8	Mixed operations (+, -, x, ÷)	Mixed Operation Super Mush	Math Fun"Die"Mentals	102	Tray of 36 dice, recording sheet	BK24
5.OA.1	Mixed Operations, Order of operations (+, -, x, ÷), problem solving	Mixed Operation Super Mush	Math Fun"Die"Mentals	102	Tray of 36 dice, recording sheet	BK24
5.OA.2	Mixed Operations, Order of operations (+, -, x, ÷), problem solving	Mixed Operation Super Mush	Math Fun"Die"Mentals	102	Tray of 36 dice, recording sheet	BK24
8.EE.7	Solving linear equations	Mixed Operation Super Mush	Math Fun"Die"Mentals	102	Tray of 36 dice, recording sheet	BK24
3.NBT.2	Mixed operations	100 Board Wipeout	Math Fun"Die"Mentals	105	Tray of 36 dice, recording sheet	BK24
3.OA.4	Mixed operations	100 Board Wipeout	Math Fun"Die"Mentals	105	Tray of 36 dice, recording sheet	BK24
3.OA.6	Mixed operations	100 Board Wipeout	Math Fun"Die"Mentals	105	Tray of 36 dice, recording sheet	BK24
6.EE.1	Mixed operations (+, -, x, ÷), order of operations, exponents	100 Board Wipeout	Math Fun"Die"Mentals	105	Tray of 36 dice, recording sheet	BK24
3.OA.7	Mixed operations (+, -, x, ÷)	100 Board Wipeout	Math Fun"Die"Mentals	105	Tray of 36 dice, recording sheet	BK24
3.OA.8	Mixed operations (+, -, x, ÷)	100 Board Wipeout	Math Fun"Die"Mentals	105	Tray of 36 dice, recording sheet	BK24
5.OA.1	Mixed Operations, Order of operations (+, -, x, ÷), problem solving	100 Board Wipeout	Math Fun"Die"Mentals	105	Tray of 36 dice, recording sheet	BK24
5.OA.2	Mixed Operations, Order of operations (+, -, x, ÷), problem solving	100 Board Wipeout	Math Fun"Die"Mentals	105	Tray of 36 dice, recording sheet	BK24
8.EE.7	Solving linear equations	100 Board Wipeout	Math Fun"Die"Mentals	105	Tray of 36 dice, recording sheet	BK24

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6.EE.1	Exponents	Exponent Horse Race	Math Fun"Die"Mentals	109	Tray of 36 dice, calculator (optional)	BK24
8.EE.3	multiplying exponents, comparing exponents	Exponent Horse Race	Math Fun"Die"Mentals	109	Tray of 36 dice, calculator (optional)	BK24
2.NBT.5	Adding with patterns, recording and interpreting data	Big Sums	Math Fun"Die"Mentals	113	Tray of 36 dice, pattern counting sheet	BK24
2.NBT.6	Adding with patterns, recording and interpreting data	Big Sums	Math Fun"Die"Mentals	113	Tray of 36 dice, pattern counting sheet	BK24
6.SP.2	data collection, distribution described by center, spread, shape (mean median mode)	Big Sums	Math Fun"Die"Mentals	113	Tray of 36 dice, pattern counting sheet	BK24
6.SP.3	measure of center summarizes all values with a single digit	Big Sums	Math Fun"Die"Mentals	113	Tray of 36 dice, pattern counting sheet	BK24
7.SP.8	Organized Lists, Tables, Tree diagrams	Big Sums	Math Fun"Die"Mentals	113	Tray of 36 dice, pattern counting sheet	BK24
3.NBT.2	Problem solving, gathering data, recording data, interpreting data	Big Sums	Math Fun"Die"Mentals	113	Tray of 36 dice, pattern counting sheet	BK24
6.SP.5	Summarize numerical data in relation to number of observations, mean, median, mode	Big Sums	Math Fun"Die"Mentals	113	Tray of 36 dice, pattern counting sheet	BK24
7.SP.7	Comparing Experimental Probability (actual data) to Theoretical Probability	How Perfect Are You?	Math Fun"Die"Mentals	120	Tray of dice, recording sheet	BK24
3.MD.3	Graphing	How Perfect Are You?	Math Fun"Die"Mentals	120	Tray of 36 dice, recording sheet	BK24
4.NBT.2	Graphing	How Perfect Are You?	Math Fun"Die"Mentals	120	Tray of 36 dice, recording sheet	BK24
5.G.2	Graphing	How Perfect Are You?	Math Fun"Die"Mentals	120	Tray of 36 dice, recording sheet	BK24
6.SP.2	Probability, frequency and distribution, tallying, analyzing and interpreting data	How Perfect Are You?	Math Fun"Die"Mentals	120	Tray of dice, recording sheet	BK24
6.SP.4	Probability, frequency and distribution, tallying, analyzing and interpreting data	How Perfect Are You?	Math Fun"Die"Mentals	120	Tray of dice, recording sheet	BK24
7.SP.6	Relative Probability (Theoretical Probability)	How Perfect Are You?	Math Fun"Die"Mentals	120	Tray of dice, recording sheet	BK24
Gr 3 to 5	Developing and describing patterns	Pattern Put Away	Math Fun"Die"Mentals	123	Tray of 36 dice, recording sheet	BK24
4.OA.5	Developing and describing patterns, operations	Pattern Put Away	Math Fun"Die"Mentals	123	Tray of 36 dice, recording sheet	BK24
Gr 6 to 10	Identifying and analyzing patterns	Pattern Put Away	Math Fun"Die"Mentals	123	Tray of 36 dice, recording sheet	BK24

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Gr 6 to 10	Identifying and analyzing patterns	Pattern Put Away	Math Fun"Die"Mentals	123	Tray of 36 dice, recording sheet	BK24
k-3	Making/identifying numerical patterns	Pattern Put Away	Math Fun"Die"Mentals	123	Tray of 36 dice, recording sheet	BK24
1.OA.6	Addition	Stratedice	Math Fun"Die"Mentals	126	Tray of 36 dice, recording sheet	BK24
3.NBT.2	Logical reasoning, addition with regrouping, adding accumulated sums	Stratedice	Math Fun"Die"Mentals	126	Tray of 36 dice, recording sheet	BK24
4.OA.4	multiplying 1-digit, adding 2-digit numbers with regrouping	Stratedice (variation)	Math Fun"Die"Mentals	126	Tray of 36 dice, recording sheet	BK24
Gr 6 to 10	Identifying and analyzing patterns	4 X 4	Math Fun"Die"Mentals	129	Tray of 36 dice, recording sheet	BK24
k-3	Making/identifying patterns	4 X 4	Math Fun"Die"Mentals	129	Tray of 36 dice, recording sheet	BK24
Gr 3 to 5	Observing and creating number patterns, adding, subtracting, multiplying, dividing	4 X 4	Math Fun"Die"Mentals	129	Tray of 36 dice, recording sheet	BK24
7.PS.6	Adding sums to 36, exploring chance	Chance	Math Fun"Die"Mentals	133	Tray of 36 dice	BK24
7.PS.7	Adding sums to 36, exploring chance	Chance	Math Fun"Die"Mentals	133	Tray of 36 dice	BK24
2.NBT.5	Addition	Chance	Math Fun"Die"Mentals	133	Tray of 36 dice	BK24
2.OA.2	Addition	Chance	Math Fun"Die"Mentals	133	Tray of 36 dic	BK24
1.OA.7	Adding, subtracting	Knock Yourself Out	Math Fun"Die"Mentals	136	Tray of dice, gameboard	BK24
2.OA.2	Adding, subtracting, multiplying, dividing, analyzing outcomes	Knock Yourself Out	Math Fun"Die"Mentals	136	Tray of 36 dice	BK24
3.OA.8	Adding, subtracting, multiplying, dividing, probability, outcomes	Knock Yourself Out	Math Fun"Die"Mentals	136	Tray of 36 dice	BK24
1.OA.6	Addition & Subtraction	Knock Yourself Out!	Math Fun"Die"Mentals	136	Tray of 36 dice	BK24
3.OA.7	Division facts	Knock Yourself Out	Math Fun"Die"Mentals	136	Tray of 36 dice	BK24
3.OA.7	Multiplication facts to 16	Knock Yourself Out	Math Fun"Die"Mentals	136	Tray of 36 dice	BK24
3.OA.5	Multiplication, products to 36, "factor," "product," commutative property of multiplication	Knock Yourself Out	Math Fun"Die"Mentals	136	Tray of 36 dice	BK24
2.OA.2	Multiple addend addition	Don't Hang Loose	Math Fun"Die"Mentals	141	Tray of 36 dice, pattern chart, recording sheet	BK24
2.NBT.6	Multiple addend addition, sequencing, patterns	Don't Hang Loose	Math Fun"Die"Mentals	141	Tray of 36 dice, pattern chart, scoring sheet	BK24
5.OA.1	Order of operations (+, -, x, ÷), problem solving	Probability Playoffs	Math Fun"Die"Mentals	146	Tray of 36 dice, paper	BK24

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3.OA.7	Order of operations, probability	Probability Playoffs	Math Fun"Die"Mentals	146	Tray of 36 dice, paper	BK24
3.OA.8	Order of operations, probability	Probability Playoffs	Math Fun"Die"Mentals	146	Tray of 36 dice, paper	BK24
5.OA.1	Order of operations, probability	Probability Playoffs	Math Fun"Die"Mentals	146	Tray of 36 dice, paper	BK24
5.OA.2	Order of operations, probability	Probability Playoffs	Math Fun"Die"Mentals	146	Tray of 36 dice, paper	BK24
2.OA.2	Multiple addend addition	High Rollers	Math Fun"Die"Mentals	149	Tray of 36 dice, pattern chart, recording sheet	BK24
2.NBT.6	Multiple addend addition, sequencing, patterns	High Rollers	Math Fun"Die"Mentals	149	Tray of dice, pattern chart, recording sheet	BK24
1.OA.6	Addition facts 1-10, graphing	Bell Curve Race	Math Fun"Die"Mentals	152	2 dice/player, gameboard, counters	BK24
2.OA.2	Addition, collecting & organizing data on a bar graph	Bell Curve Race	Math Fun"Die"Mentals	152	2 dice/player, gameboard, counters	BK24
2.NBT.5	Adding, subtracting, collecting and organizing data in a bar graph, writing number sentences	Bell Curve Race	Math "Fun"Die"Mentals	153	2 dice / player, gameboard, counters	BK24
6.SP.2	data collection, distribution described by center, spread, shape (mean median mode)	Seemingly Simple Doubles	Math Fun"Die"Mentals	155	Tray of 36 dice, gameboard, recording sheet	BK24
6.SP.5	Data collection, organization and interpretation of data, probability	Seemingly Simple Doubles	Math Fun"Die"Mentals	155	Tray of 36 dice, gameboard, recording sheet	BK24
7.SP.7	Comparing Experimental Probability (actual data) to Theoretical Probability	Rolling 6's	Math Fun"Die"Mentals	159	Tray of dice, chart	BK24
7.SP.6	Relative Probability (Theoretical Probability)	Rolling 6's	Math Fun"Die"Mentals	159	Tray of dice, chart	BK24
5.G.1	characteristics of coordinates for lines (horizontal, vertical or diagonal - oblique)	Tic Tac "Oh No!"	Math Fun"Die"Mentals	162	Tray of 36 dice, gameboard, recording sheet	BK24
6.NS.6	characteristics of coordinates for lines (horizontal, vertical or diagonal - oblique)	Tic Tac "Oh No!"	Math Fun"Die"Mentals	162	Tray of 36 dice, gameboard, recording sheet	BK24
5.G.1	Graphing, identifying coordinates	Tic Tac "Oh No!"	Math Fun"Die"Mentals	162	Tray of 36 dice, gameboard, recording sheet	BK24
5.G.2	Graphing, identifying coordinates	Tic Tac "Oh No!"	Math Fun"Die"Mentals	162	Tray of 36 dice, gameboard, recording sheet	BK24
4.NF.2	Comparing simple fractions, "proper fraction," "unit fraction", "regular fraction"	Basic Fraction Horse Race	Math Fun"Die"Mentals	168	Tray of dice, gameboard, fraction manipulatives	BK24



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3.NF.1	Identifying fraction names, demonstrating a knowledge of fractions	Basic Fraction Horse Race	Math Fun"Die"Mentals	168	Tray of 36 dice, Fraction Pieces (optional)	BK24
3.NF.1	Identifying fractions, illustrating fractions	Basic Fraction Horse Race	Math Fun"Die"Mentals	168	Tray of 36 dice, Fraction Pieces (optional)	BK24
3.NF.1	Identifying proper and improper fractions, illustrating fractions	Basic Fraction Horse Race	Math Fun"Die"Mentals	168	Tray of 36 dice, Fraction Pieces (optional)	BK24
3.NF.3	Ordering fractions	Basic Fraction Horse Race	Math Fun"Die"Mentals	168	Tray of 36 dice, Fraction Pieces (optional)	BK24
4.NF.2	Reading fractions, comparing fractions	Basic Fraction Horse Race	Math Fun"Die"Mentals	168	Traay of 36 dice, Fraction Pieces (optional)	BK24
4.NF.2	Comparing fractions, "proper fraction," "unit fraction", "regular fraction"	Improper Fraction Horse Race	Math Fun"Die"Mentals	171	Tray of dice, gameboard, fraction manipulatives	BK24
3.NF.1	Comparing proper & improper fractions	Improper Fraction Horse Race	Math Fun"Die"Mentals	171	Tray of 36 dice, Fraction Pieces (optional)	BK24
3.NF.1	Identifying fraction names, demonstrating a knowledge of fractions	Improper Fraction Horse Race	Math Fun"Die"Mentals	171	Tray of 36 dice, Fraction Pieces (optional)	BK24
3.NF.3	Ordering fractions	Improper Fraction Horse Race	Math Fun"Die"Mentals	171	Tray of 36 dice, Fraction Pieces (optional)	BK24
4.NF.2	Reading fractions, comparing fractions	Improper Fraction Horse Race	Math Fun"Die"Mentals	171	Traay of 36 dice, Fraction Pieces (optional)	BK24
3.NF.1	Comparing proper & improper fractions	Roll On Fractions - Elementary	Math Fun"Die"Mentals	175	Tray of 36 dice, Fraction Pieces (optional)	BK24
4.NF.2	Comparing simple fractions, "proper fraction," "unit fraction", "regular fraction"	Roll On Fractions - Elementary	Math Fun"Die"Mentals	175	Tray of dice, gameboard, fraction manipulatives	BK24
3.NF.1	Identifying and naming fractions in their simplest form	Roll On Fractions - Elementary	Math Fun"Die"Mentals	175	Tray of 36 dice, Fraction Pieces (optional)	BK24
3.NF.3	Identifying and naming fractions, equivalent fractions	Roll On Fractions - Elementary	Math Fun"Die"Mentals	175	Tray of 36 dice, Fraction Pieces (optional)	BK24
3.NF.1	Identifying fraction names, demonstrating a knowledge of fractions	Roll On Fractions - Elementary	Math Fun"Die"Mentals	175	Tray of 36 dice, Fraction Pieces (optional)	BK24

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3.NF.3	Ordering fractions	Roll On Fractions - Elementary	Math Fun"Die"Mentals	175	Tray of 36 dice, Fraction Pieces (optional)	BK24
4.NF.2	adding fractions, comparing/reducing fractions, common denominators	Fraction Four Square	Math Fun"Die"Mentals	181	Tray of 36 dice, recording sheet	BK24
4.NF.4	comparing fractions, adding fractions, simplifying fractions, finding common denominators	Fraction Four Square	Math Fun"Die"Mentals	181	Tray of 36 dice, recording sheet	BK24
5.NF.1	Comparing fractions, equivalent fractions, adding fractions	Fraction Four Square	Math Fun"Die"Mentals	181	Tray of 36 dice, recording sheet	BK24
4.NF.1	Equivalent fractions, adding fractions, multiplying fractions	Fraction Four Square	Math Fun"Die"Mentals	181	Tray of 36 dice, recording sheet	BK24
5.NF.1	Comparing proper and improper fractions, comparing fractions	Fraction Ladders	Math Fun"Die"Mentals	184	Tray of 36 dice, gameboard	BK24
3.NF.1	Identifying and Comparing proper and improper fractions	Fraction Ladders	Math Fun"Die"Mentals	184	Tray of 35 dice, gameboard	BK24
4.NF.2	Identifying and naming proper and improper fractions	Fraction Ladders	Math Fun"Die"Mentals	184	Tray of 36 dice, gameboard	BK24
K	1 to 1 correspondence of numbers	Snappy Color	Shake Shuffle & Roll	24	Deck of cards, jokers removed	BK26
PK	Recognition of same/different colors	Snappy Color	Shake Shuffle & Roll	24	Deck of cards, jokers removed	BK26
K	1 to 1 correspondence of numbers	Snappy Suits	Shake Shuffle & Roll	26	Deck of cards, jokers removed	BK26
K.CC.6	Matching, greater than >, less than <	Snappy Suits	Shake Shuffle & Roll	26	Cards (Ace=1) – 10, 4 of each	BK26
K.CC.7	Matching, greater than >, less than <	Snappy Suits	Shake Shuffle & Roll	26	Deck of cards, jokers removed	BK26
PK	Recognition of same/different suits	Snappy Suits	Shake Shuffle & Roll	26	Deck of cards, jokers removed	BK26
PK	Sorting cards into suits	Beat The Clock Speedy Suits	Shake Shuffle & Roll	28	Full deck of cards for each, jokers removed	BK26
K-3	Making/identifying number patterns	What's The Rule	Shake Shuffle & Roll	31	Cards (Ace=1) – 10, picture cards and jokers removed	BK26
K.CC.3	Number recognition, same/different	Classical Snap	Shake Shuffle & Roll	33	Deck of cards, jokers removed	BK26
PK	Number recognition, same/different	Classical Snap	Shake Shuffle & Roll	33	Deck of cards, jokers removed	BK26
K.CC.3	Sorting cards into numbers, number recognition	Number Mania	Shake Shuffle & Roll	34	Full deck of cards for each, jokers removed	BK26
PK	Sorting cards into numbers, number recognition	Number Mania	Shake Shuffle & Roll	34	Full deck of cards for each, jokers removed	BK26
K.CC.6	Recognizing same/different numbers	Pair Hunt	Shake Shuffle & Roll	35	Deck of cards, jokers removed	BK26
K.CC.6	Number recognition, matching	Pair Them Up	Shake Shuffle & Roll	36	Deck of cards, jokers removed	BK26
K.CC.3	Number recognition, memory skills	Classic Concentration	Shake Shuffle & Roll	38	Cards (ace=1) -10, 2 of each	BK26
PK	Number recognition, memory skills	Classic Concentration	Shake Shuffle & Roll	38	Cards (ace=1) -10, 2 of each	BK26

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K.CC.6	Identifying numbers 1-10, counting, comparing numbers $<$ $>$ , 1-1 correspondence	Number Face Off	Shake Shuffle & Roll	42	Cards (Ace=1) – 10	BK26
K.CC.7	Place value 1-10, betweenness	Sandwiches	Shake Shuffle & Roll	43	Cards 1-10	BK26
2.OA.3	Recognizing odd/even numbers, memory	Odd Even Concentration	Shake Shuffle & Roll	46	Cards (Ace=1) – 10, 2 of each	BK26
K.CC.6	Recognizing same/different numbers	Odd Even Concentration	Shake Shuffle & Roll	46	Cards (Ace=1) – 10, 2 of each	BK26
K.CC.7	1 to 1 correspondence of numbers, counting to 20, graphing	20 Up	Shake Shuffle & Roll	50	Deck of cards	BK26
K.CC.6	Number recognition, less than ( $<$ ), greater than ( $>$ ), equal to ( $=$ )	Guesstimate	Shake Shuffle & Roll	54	Cards (Ace=1) – 10	BK26
PK	Number recognition, less than ( $<$ ), greater than ( $>$ ), equal to ( $=$ )	Guesstimate	Shake Shuffle & Roll	54	Cards (Ace=1) – 10	BK26
K.CC.3	Number recognition, matching	Hot Cards	Shake Shuffle & Roll	55	1 die, cards (Ace=1) - 6	BK26
PK	Number recognition, matching	Hot Cards	Shake Shuffle & Roll	55	1 die, cards (Ace=1) - 6	BK26
K.CC.4	Counting	Counting Crunchies	Shake Shuffle & Roll	58	2 dice, bowl of cereal, (cards may be substituted for dice)	BK26
K.CC.3	Identifying numbers 1-6, counting, 1-1 correspondence to 6, graphing	1-6 Square Off	Shake Shuffle & Roll	60	20 to 30 regular spotted dice	BK26
K.CC.6	Number recognition, 1-6 greater than $>$ , less than $<$ , equal to $=$ , 1-6	Roll It	Shake Shuffle & Roll	63	2 dice, counters, number line or ruler 1-6	BK26
K.CC.7	Number recognition, 1-6 greater than $>$ , less than $<$ , equal to $=$ , 1-6	Roll It	Shake Shuffle & Roll	63	2 dice, counters, number line or ruler 1-6	BK26
PK	Number recognition, 1-6 greater than $>$ , less than $<$ , equal to $=$ , 1-6	Roll It	Shake Shuffle & Roll	63	2 dice, counters, number line or ruler 1-6	BK26
K.CC.3	Identifying numbers 1-6, counting, comparing numbers $<$ $>$ , 1-1 correspondence	Kindergarten Horse Race	Shake Shuffle & Roll	65	2 colors of dice (20 total), recording sheet, gameboard	BK26
K.CC.6	Identifying numbers 1-6, counting, comparing numbers $<$ $>$ , 1-1 correspondence	Kindergarten Horse Race	Shake Shuffle & Roll	65	2 colors of dice (20 total), recording sheet, gameboard	BK26
K.CC.3	Number recognition, writing numerals	Roll And Write	Shake Shuffle & Roll	69	Die, paper, pencil	BK26
PK	Number recognition, writing numerals	Roll And Write	Shake Shuffle & Roll	69	Die, paper, pencil	BK26
K.CC.4	Counting	Making Necklaces	Shake Shuffle & Roll	73	String, cheerios, dice	BK26
K.CC.4	1 to 1 correspondence, counting	Take Away	Shake Shuffle & Roll	74	2 Dice, 50 counters per player	BK26
PK	1 to 1 correspondence, counting	Take Away	Shake Shuffle & Roll	74	1 Die, 30 counters per player	BK26
K.CC.2	Sequencing numbers 1-12, number recognition	Better By The Dozen	Shake Shuffle & Roll	78	2 dice, cards, (Ace=1, jack=11, queen = 12), jokers and kings removed.	BK26

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PK	Sequencing numbers 1-12, number recognition	Better By The Dozen	Shake Shuffle & Roll	78	2 dice, cards, (Ace=1, jack=11, queen = 12), jokers and kings removed.	BK26
PK	Number recognition, number matching	Rolling Along	Shake Shuffle & Roll	79	One 12-sided die, (one 1-20 die for advanced) paper/pencil	BK26
2.OA.3	Number recognition, odd/even	Odd And Even	Shake Shuffle & Roll	81	One 12-sided die, 100 "cube-a-links" (minimum); two colors – 50 of each – one for odd, one for even	BK26
K.CC.3	Number recognition, writing numerals, graphing	Roll It And Mark It	Shake Shuffle & Roll	83	One 12-sided die, gameboard, (spotted 1-12 die for variation)	BK26
PK	Number recognition to 20	Numbo	Shake Shuffle & Roll	86	One 20-sided die, one 20-squared bingo gameboard per play, bingo chips	BK26
1.NBT.3	Sequencing numbers 1-20	Between Friends	Shake Shuffle & Roll	88	One 20-sided die per player, counters	BK26
K.CC.7	Sequencing numbers 1-20	Between Friends	Shake Shuffle & Roll	88	One 20-sided die per player, counters	BK26
2.OA.3	Number recognition, odd/even, graphing	Race To The Top	Shake Shuffle & Roll	91	Two 20-sided dice, gameboard, paper/pencil	BK26
1.NBT.1	Number recognition	Number Recognition Bingo	Shake Shuffle & Roll	94	1 thirty-sided die, 1 thirty-squared bingo gameboard per player, 20 markers per player	BK26
1.NBT.1	Number recognition	Bingo Bump	Shake Shuffle & Roll	95	1 thirty-squared bingo gameboard, , 20 markers per player, each w/own color	BK26
1.MD.4	Number recognition, collecting and organizing data in a bar graph, probability	Junior Reach for the Top	Shake Shuffle & Roll	98	1 thirty-sided die, gameboard, pencil	BK26
1.NBT.1	Number recognition, collecting and organizing data in a bar graph, probability	Junior Reach for the Top	Shake Shuffle & Roll	98	1 thirty-sided die, gameboard, pencil	BK26
1.NBT.1	Sequencing numbers 1-30	Next In Line	Shake Shuffle & Roll	101	1 thirty-sided die per player, paper/pencil, gameboard	BK26
K.CC.2	Sequencing numbers 1-30	Next In Line	Shake Shuffle & Roll	101	1 thirty-sided die per player, paper/pencil, gameboard	BK26
K-1	Sequencing numbers 1-30	Back Of The Bus	Shake Shuffle & Roll	106	1 thirty-sided die per player, paper/pencil, gameboard	BK26
1.NBT.1	Number recognition	Give Me Five	Shake Shuffle & Roll	108	1 thirty-sided die, 1 blank thirty-squared gameboard, colored markers, paper, pencil	BK26
K.CC.6	comparing numbers < >, or =	Number Face Off	Shake Shuffle & Roll	110	one 30-sided die, counters, gameboard, numberlines	BK26
1.NBT.3	Comparing 2-digit numbers	Place Value War	Place Value Face Off	113	Cards 1-9, (0-9 and 00-90 dice for variation)	BK26
1.NBT.1	Building 10's, number recognition, probability	Deca Train	Shake Shuffle & Roll	118	1 decadie per player, gameboard, pencil	BK26

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1.NBT.1	Ordering Tens (10's)	Deca Dice Line Up	Shake Shuffle & Roll	120	4 decadic, paper, pencil, one decade number line per player	BK26
1.NBT.1	Recognizing and naming decades, graphing, interpreting a bar graph	Deca Graphic	Shake Shuffle & Roll	124	1 decadic (00-90), gameboard, pencil	BK26
1.OA.3	Adding to 12, commutative property of addition, fact families	Addition Horse Race	Shake Shuffle & Roll	130	2 colors of dice (20 total), recording sheet, gameboard	BK26
1.OA.6	Adding to 12, commutative property of addition, fact families	Addition Horse Race	Shake Shuffle & Roll	130	2 colors of dice (20 total), recording sheet, gameboard	BK26
1.OA.6	Subtraction facts to 6	Subtraction Horse Race	Shake Shuffle & Roll	136	2 colors of dice (20 total), recording sheet, snap cubes, gameboard	BK26
1.OA.6	Subtraction from 10	Subtraction Face Off	Shake Shuffle & Roll	141	Cards (Ace=1) – 10, recording sheet	BK26
1.MD.4	Addition, collecting & organizing data on a bar graph	Addition Graphing	Shake Shuffle & Roll	143	2 regular dice, gameboard	BK26
1.OA.6	Addition, collecting & organizing data on a bar graph	Addition Graphing	Shake Shuffle & Roll	143	2 regular dice, gameboard	BK26
1.MD.4	addition to 12, recognizing doubles, building bar graphs	Seemingly Simple Doubles	Shake Shuffle & Roll	147	20 to 30 regular dice, recording sheet, gameboard	BK26
1.OA.6	addition to 12, recognizing doubles, building bar graphs	Seemingly Simple Doubles	Shake Shuffle & Roll	147	20 to 30 regular dice, recording sheet, gameboard	BK26
1.OA.6	Addition facts 1-10, graphing	10 Up	Shake Shuffle & Roll	151	two 0-5 dice, gameboard	BK26
1.OA.4	Missing addend, subtraction, counting on or back, decompose numbers $\leq 12$	What's Under My Thumb	Shake Shuffle & Roll	153	2 regular dice, recording sheet	BK26
1.OA.5	Missing addend, subtraction, counting on or back, decompose numbers $\leq 12$	What's Under My Thumb	Shake Shuffle & Roll	153	2 regular dice, recording sheet	BK26
1.OA.6	Missing addend, subtraction, counting on or back, decompose numbers $\leq 12$	What's Under My Thumb	Shake Shuffle & Roll	153	2 regular dice, recording sheet	BK26
1.OA.6	Addition/Subtraction to 12	Junior Star Traveller	Shake Shuffle & Roll	156	Cards 1-6, 2 regular dice (cards 1-9 or 12-sided die for variation) pencil	BK26
K.CC.3	addition to 12, identify $> < =$ , Number recognition,	Turn Overs	Shake Shuffle & Roll	158	2 dice, cards (Jack=11, queen=12): remove aces, kings and jokers	BK26
PK	addition to 12, identify $> < =$ , Number recognition,	Turn Overs	Shake Shuffle & Roll	158	2 dice, cards (Jack=11, queen=12): remove aces, kings and jokers	BK26
K.CC.3	Number recognition, matching	Ace Wins	Shake Shuffle & Roll	159	2 dice, deck of cards, jokers and kings removed	BK26
PK	Number recognition, matching	Ace Wins	Shake Shuffle & Roll	159	2 dice, deck of cards, jokers and kings removed	BK26
1.MD.3	Telling time to the hour	Time Out	Shake Shuffle & Roll	162	One 12-sided die, gameboard	BK26

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1.MD.3	Number recognition, number sequencing 1-12, counting 1 to 1	Mr. Wolf is Upside Down!	Shake Shuffle & Roll	164	One 12-sided die, cards ace-queen (a=1, jack=11, queen=12)	BK26
1.NBT.1	Number recognition, number sequencing 1-12, counting 1 to 1	Mr. Wolf is Upside Down!	Shake Shuffle & Roll	164	One 12-sided die, cards ace-queen (a=1, jack=11, queen=12)	BK26
1.MD.3	Telling time to the hour, addition	What Time is it Mr. Wolf?	Shake Shuffle & Roll	166	2 Dice, gameboard, paper and pencil	BK26
1.OA.6	Telling time to the hour, addition	What Time is it Mr. Wolf?	Shake Shuffle & Roll	166	2 Dice, gameboard, paper and pencil	BK26
2.OA.2	Telling time to the hour, addition	What Time is it Mr. Wolf?	Shake Shuffle & Roll	166	2 Dice, gameboard, paper and pencil	BK26
K.CC.1	Learning the sequence of months, ordinals	Month by Month	Shake Shuffle & Roll	168	1-12 dice, gameboard	BK26
1.NBT.1	Sequencing the months, identifying numbers	The Birthday Game	Shake Shuffle & Roll	170	1 thirty-sided die, 1 twelve-sided die (or 2 regular die not using number 1). When rolling 2 dice the least sum will always be 2. If they choose, players can subtract their dice to get a difference of 1	BK26
2.MD.10	Sequencing the months, identifying numbers	The Birthday Game	Shake Shuffle & Roll	170	1 thirty-sided die, 1 twelve-sided die (or 2 regular die not using number 1). When rolling 2 dice the least sum will always be 2. If they choose, players can subtract their dice to get a difference of 1	BK26
1.NBT.1	Locating dates on a calendar, verbalizing day, month, date in proper sequence	Calendar Tic Tac Toe	Shake Shuffle & Roll	172	1 thirty-sided die, calendar page, bingo chips- 1 color per player	BK26
K.CC.3	Identifying numbers 1-12, counting, 1-1 correspondence to 12, doubles	Number Pairs	Shake Shuffle & Roll	174	sets of numeral and spotted cards up to 12	BK26
K.CC.3	Identifying numbers 1-12, counting, 1-1 correspondence to 12	Running Sequence Relay	Shake Shuffle & Roll	176	sets of numeral and spotted cards up to 12	BK26
1.NBT.1	Building 10's	Target 10 Relay	Shake Shuffle & Roll	177	1-9 spotted cards, 2 sets per group or; 1-9 numeral cards 2 sets per group or; 1-9 number cards 2 sets per group	BK26
K.CC.3	subitizing, recognition of numbers 1-6	Subitizing Shake Up	Math Shakers	8	1 shaker per student	BK27
K.CC.7	Comparing number >, < or =, numbers 1-6, part, part, whole	Face Off Shake UP	Math Shakers	11	1 shaker per student	BK27
2.OA.3	identify numbers as even or odd	Odd-Eveners	Math Shakers	14	1 shaker per student	BK27
K.CC.3	subitizing, matching patterns 1-6	Shake It Up Match It Up	Math Shakers	17	1 shaker per student or pair	BK27
K.CC.1	count sequence 1-6	Order It Up	Math Shakers	20	1 shaker per student or pair	BK27

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1.OA.6	addition Facts to 12, commutative property	Addition Shake Up	Math Shakers	22	1 shaker per student	BK27
K.OA.2	addition Facts to 12, commutative property	Addition Shake Up	Math Shakers	22	1 shaker per student	BK27
K.OA.5	addition Facts to 12, commutative property	Addition Shake Up	Math Shakers	22	1 shaker per student	BK27
1.OA.6	identifying doubles for addition facts to 12	Double Shake Up Hunt	Math Shakers	25	1 shaker per student	BK27
K.OA.2	identifying doubles for addition facts to 12	Double Shake Up Hunt	Math Shakers	25	1 shaker per student	BK27
1.OA.6	identifying doubles +1 for addition fluency to 11	Doubles +1 Hunt	Math Shakers	27	1 shaker per student	BK27
1.OA.6	fact fluency, add +1 +2 to a given number, subitizing	Doubles/Doubles +1 Combinations	Math Shakers	29	1 shaker per student	BK27
K.OA.2	fact fluency, add +1 +2 to a given number, subitizing	Plus 1 + Plus 2 Shakers	Math Shakers	31	1 shaker per student or pair	BK27
1.OA.6	fact fluency, subitizing, making a sum of 10	Make a Ten Shakers	Math Shakers	35	1 shaker per student or pair	BK27
K.OA.4	fact fluency, subitizing, making a sum of 10	Make a Ten Shakers	Math Shakers	35	1 shaker per student or pair	BK27
1.OA.6	fact fluency sums to 12	Adding Snappers	Math Shakers	37	1 shaker per student	BK27
K.OA.2	fact fluency sums to 12	Adding Snappers	Math Shakers	37	1 shaker per student	BK27
K.OA.5	fact fluency sums to 12	Adding Snappers	Math Shakers	37	1 shaker per student	BK27
2.OA.3	identifying odd/even sums	Adding Odd/Even Showdown	Math Shakers	39	1 shaker per student	BK27
1.OA.2	addition to 18, associative property of addition	Three Shaker Addition	Math Shakers	41	1 shaker per student	BK27
1.OA.2	making 10's by combining 2 and 3 addends	Three Shaker "Tens"	Math Shakers	44	1 shaker per student	BK27
4.NBT.1	addition with regrouping	Seven Up - Add Up	Math Shakers	45	1 shaker per student	BK27
3.OA.7	multiplying - products to 36	Multiplying Shakers	Math Shakers	48	1 shaker per student	BK27
3.OA.7	fact fluency, products to 36	Multiplication Snappers	Math Shakers	51	1 shaker per student	BK27
3.OA.7	odd/even products to 36	Multiplying Odd/Even Shakedown	Math Shakers	52	1 shaker per student	BK27
1.NBT.2	naming numbers to 66, identifying how many 10's and 1's in a given number	Tens and Ones Shake Up	Math Shakers	57	1 shaker per student	BK27

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1.NBT.2	naming numbers to 66, identifying number patterns, counting on and back from a given number	Place Value Bump Up and Back	Math Shakers	61	1 shaker per student 1 number line 0-100 optional	BK27
1.NBT.3	naming numbers to 66, identifying how many tens and ones in a given number	Place Value Face Off	Math Shakers	64	2 shakers per student	BK27
2.NBT.4	comparing 3 digit numbers	Hundred Horizontal Shake Up	Math Shakers	67	1 shaker per pair of students	BK27
3.NBT.1	round to 10s or 100s place	Shake A Round	Math Shakers	72	1 shaker per pair of students number line optional	BK27
4.NBT.2	round to any place of multi digit numbers	Shake A Round	Math Shakers	72	1 shaker per pair of students number line optional	BK27
2.NBT.3	naming numbers up to millions, naming decimals, comparing numbers	Advanced Place Value Shakers	Math Shakers	75	1 shaker per student	BK27
2.NBT.3	naming numbers up to millions, naming decimals, comparing numbers	Advanced Place Value Shakers	Math Shakers	75	1 shaker per student	BK27
5.NBT.4	round decimals to tenths	Decimal Slam Dunk	Math Shakers	77	1 shaker per student number line optional	BK27
5.NBT.7	Subtraction of decimals to hundredths	Decimal Slam Dunk	Math Shakers	77	1 shaker per student number line optional	BK27
3.NF.1	identifying and naming proper fractions	Proper Fraction Detectives	Math Shakers	80	1 shaker per student	BK27
3.NF.1	identifying and naming proper fractions, fractions greater than 1, fractions equal to 1	Fraction Action	Math Shakers	83	2 shakers per 3 students	BK27
6.NS.7	absolute value of integers	Zero The Hero	Math Shakers Advanced	67		BK28
6.NS.7	absolute values	Absolutely Fabulous	Math Shakers Advanced	71		BK28
5.NBT.7	adding decimals	Splitting The Bill	Math Shakers Advanced	61		BK28
5.NBT.7	adding decimals	Point Counter Point	Math Shakers Advanced	77		BK28
4.NF.3	adding fractions	Fraction Action	Math Shakers Advanced	48		BK28
4.NF.3	adding fractions	Sum Fraction Action	Math Shakers Advanced	52		BK28
7.NS.1	adding integers	Zero The Hero	Math Shakers Advanced	67		BK28
7.NS.1	adding integers	Absolutely Fabulous	Math Shakers Advanced	71		BK28
	addition fact fluency	Seven Up Add Up	Math Shakers Advanced	30		BK28
	addition with regrouping	Hockey Shakers	Math Shakers Advanced	11		BK28



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	balanced equations	I'm Balanced	Math Shakers Advanced	69		BK28
	calculating percent	Splitting The Bill	Math Shakers Advanced	61		BK28
7.NS.1	cancellation strategy for adding integers	Absolutely Fabulous	Math Shakers Advanced	71		BK28
	commutative property of multiplication	Three Shaker Multiplication	Math Shakers Advanced	9		BK28
4.NF.7	comparing decimals	Advanced Place Value Shakers	Math Shakers Advanced	35		BK28
4.NF.7	comparing decimals	Baseball Average Shake Up	Math Shakers Advanced	58		BK28
4.NF.7	comparing decimals to other fractions	Decimation	Math Shakers Advanced	73		BK28
4.NF.2	comparing fractions	Proper Fraction Detectives	Math Shakers Advanced	45		BK28
4.NF.2	comparing fractions	Fraction Action	Math Shakers Advanced	48		BK28
4.NF.2	comparing fractions	Equivalent Fraction Action	Math Shakers Advanced	52		BK28
4.NF.2	comparing fractions	Fraction Concepts with Shakers	Math Shakers Advanced	44		BK28
	comparing numbers to million	Advanced Place Value Shakers	Math Shakers Advanced	35		BK28
4.NBT.3	comparing numbers to million	Millions Mambo	Math Shakers Advanced	41		BK28
	coordinate geometry	I'm Coordinated	Math Shakers Advanced	64		BK28
	define x in terms of y	I'm Coordinated	Math Shakers Advanced	64		BK28
6.NS.3	division by decimals	Decimation	Math Shakers Advanced	73		BK28
6.NS.3	division of decimals	Splitting The Bill	Math Shakers Advanced	61		BK28
6.NS.3	division to two decimal places	Divide and Conquer	Math Shakers Advanced	75		BK28
3.NF3	equivalent fractions	Equivalent Fraction Action	Math Shakers Advanced	52		BK28
	estimation	Divide and Conquer	Math Shakers Advanced	75		BK28
	estimation	The Multiplier Effect	Math Shakers Advanced	79		BK28
	expanded notation	Millions Mambo	Math Shakers Advanced	41		BK28
	linear equations with one variable	I'm Balanced	Math Shakers Advanced	69		BK28
	mean median mode	Seven Up Add Up	Math Shakers Advanced	30		BK28
5.NBT.5	multiplication with multi-digit numbers	The Multiplier Effect	Math Shakers Advanced	79		BK28
5.NBT.7	multiplying decimals	Baseball Average Shake Up	Math Shakers Advanced	58		BK28

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5.NBT.7	multiplying by 1s 10s and 100s	Closest to 1000	Math Shakers Advanced	17		BK28
	multiplying by powers of 10	Powerful Tens	Math Shakers Advanced	14		BK28
5.NBT.7	multiplying decimals	Powerful Decimals	Math Shakers Advanced	27		BK28
5.NBT.7	multiplying decimals	Splitting The Bill	Math Shakers Advanced	61		BK28
	multi-step problems	Operation Mixed Ops	Math Shakers Advanced	21		BK28
3.NF.1	naming fractions	Proper Fraction Detectives	Math Shakers Advanced	45		BK28
3.NF.1	naming fractions	Fraction Action	Math Shakers Advanced	48		BK28
	naming straight lines (horizontal, vertical, positively oblique, negatively oblique)	I'm Coordinated	Math Shakers Advanced	64		BK28
5.OA.1	order of operations	Operation Mixed Ops	Math Shakers Advanced	21		BK28
	patterns	Powerful Tens	Math Shakers Advanced	14		BK28
4.NBT.3	place value 100000, rounding	Advanced Place Value Activities	Math Shakers Advanced	33		BK28
	plotting ordered pairs	I'm Coordinated	Math Shakers Advanced	64		BK28
	probability and chance	Hockey Shakers	Math Shakers Advanced	11		BK28
	probability and chance	Closest to 1000	Math Shakers Advanced	17		BK28
5.NBT.4	rounding decimals	Decimal Slam Dunk	Math Shakers Advanced	24		BK28
5.NBT.4	rounding decimals	Advanced Shake A Round	Math Shakers Advanced	38		BK28
5.NBT.4	rounding decimals	Baseball Average Shake Up	Math Shakers Advanced	58		BK28
4.NBT.3	rounding to 10	Shake A Round	Math Shakers Advanced	37		BK28
4.NBT.3	rounding to 100	Shake A Round	Math Shakers Advanced	37		BK28
5.NBT.4	rounding to decimals	Divide and Conquer	Math Shakers Advanced	75		BK28
4.NBT.3	rounding whole numbers	Advanced Shake A Round	Math Shakers Advanced	38		BK28
	slope of oblique lines	I'm Coordinated	Math Shakers Advanced	64		BK28
5.NBT.7	subtracting decimals	Pointer Counter Point	Math Shakers Advanced	77		BK28
5.NBT.7	subtraction with decimals	Decimal Slam Dunk	Math Shakers Advanced	24		BK28
	subtraction with multi-digit numbers	The Multiplier Effect	Math Shakers Advanced	79		BK28
	three addend addition	Hockey Shakers	Math Shakers Advanced	11		BK28
	three factor multiplication	Hockey Shakers	Math Shakers Advanced	11		BK28

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2.OA.2	addition sums to 12	Double Regular Warm Ups	Double Dare You Revised	13	Double Dice	BK29
2.OA.2	addition sums to 24	Double Regular Warm Ups	Double Dare You Revised	13	Double Dice	BK29
2.OA.2	addition with doubles	Double Regular Warm Ups	Double Dare You Revised	13	Double Dice	BK29
1.OA.6	commutative property of addition	Double Regular Warm Ups	Double Dare You Revised	13	Double Dice	BK29
1.OA.6	subtraction from 6	Double Regular Warm Ups	Double Dare You Revised	13	Double Dice	BK29
3.OA.7	commutative property of multiplication	Double Regular Warm Ups	Double Dare You Revised	14	Double Dice	BK29
3.OA.7	multiplication facts to 144	Double Regular Warm Ups	Double Dare You Revised	14	Double Dice	BK29
3.OA.7	multiplication facts to 36	Double Regular Warm Ups	Double Dare You Revised	14	Double Dice	BK29
1.NBT.1	place value 10s and 1s	Double Regular Warm Ups	Double Dare You Revised	14	Double Dice	BK29
4.NF.2	comparing fractions with values greater than one (improper irregular)	Double Regular Warm Ups	Double Dare You Revised	15	Double Dice	BK29
4.NF.2	comparing fractions with values less than one (proper regular)	Double Regular Warm Ups	Double Dare You Revised	15	Double Dice	BK29
4.NF.2	ordering fractions from least to greatest	Double Regular Warm Ups	Double Dare You Revised	15	Double Dice	BK29
2.OA.2	addition sums to 18	Three-In-A-Cube Warm Ups	Double Dare You Revised	16	Three-In-A-Cube Dice	BK29
2.NBT.5	place value 100s 10s 1s	Three-In-A-Cube Warm Ups	Double Dare You Revised	16	Three-In-A-Cube Dice	BK29
2.OA.1	two-step problem solving	Three-In-A-Cube Warm Ups	Double Dare You Revised	16	Three-In-A-Cube Dice	BK29
5.OA.1	mixed operations	Three-In-A-Cube Warm Ups	Double Dare You Revised	17	Three-In-A-Cube Dice	BK29
5.NBT.3	place value to hundred thousands	Three-In-A-Cube Warm Ups	Double Dare You Revised	17	Three-In-A-Cube Dice	BK29
2.OA.1	two-step problem solving	Three-In-A-Cube Warm Ups	Double Dare You Revised	17	Three-In-A-Cube Dice	BK29
2.OA.2	addition doubles to 36	10-Sided Double Warm Ups	Double Dare You Revised	18	Double 10 (0-9) Dice	BK29
2.OA.2	addition sums to 18	10-Sided Double Warm Ups	Double Dare You Revised	18	Double 10 (0-9) Dice	BK29
2.OA.2	addition sums to 36	10-Sided Double Warm Ups	Double Dare You Revised	18	Double 10 (0-9) Dice	BK29

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1.OA.6	subtraction from 9	10-Sided Double Warm Ups	Double Dare You Revised	18	Double 10 (0-9) Dice	BK29
1.NBT.1	comparing two-digit numbers	10-Sided Double Warm Ups	Double Dare You Revised	19	Double 10 (0-9) Dice	BK29
5.NBT.4	place value decimals to tenths	10-Sided Double Warm Ups	Double Dare You Revised	19	Double 10 (0-9) Dice	BK29
1.NBT.1	place value to 99	10-Sided Double Warm Ups	Double Dare You Revised	19	Double 10 (0-9) Dice	BK29
5.NF.1	equivalent fractions	10-Sided Double Warm Ups	Double Dare You Revised	20	Double 10 (0-9) Dice	BK29
3.OA.7	multiplication facts to 81	10-Sided Double Warm Ups	Double Dare You Revised	20	Double 10 (0-9) Dice	BK29
4.NF.2	simplifying fractions, reducing	10-Sided Double Warm Ups	Double Dare You Revised	20	Double 10 (0-9) Dice	BK29
2.OA.2	addition doubles to 48	12-Sided Double Warm Ups	Double Dare You Revised	21	Double 12 (1-12) Dice	BK29
2.OA.2	addition sums to 24	12-Sided Double Warm Ups	Double Dare You Revised	21	Double 12 (1-12) Dice	BK29
2.OA.2	addition sums to 48	12-Sided Double Warm Ups	Double Dare You Revised	21	Double 12 (1-12) Dice	BK29
1.OA.6	subtraction from 12	12-Sided Double Warm Ups	Double Dare You Revised	21	Double 12 (1-12) Dice	BK29
3.NF.1	fractions to twelfths	12-Sided Double Warm Ups	Double Dare You Revised	22	Double 12 (1-12) Dice	BK29
3.OA.7	multiplication facts to 144	12-Sided Double Warm Ups	Double Dare You Revised	22	Double 12 (1-12) Dice	BK29
1.NBT.1	comparing numbers to 100s	Whole Class Stand Up	Double Dare You Revised	23	Three-In-A-Cube Dice	BK29
5.NBT.3	comparing numbers to hundred thousands	Whole Class Stand Up	Double Dare You Revised	23	Three-In-A-Cube Dice	BK29
1.NBT.1	order numbers to 100s	Whole Class Stand Up	Double Dare You Revised	23	Three-In-A-Cube Dice	BK29
5.NBT.3	order numbers to hundred thousands	Whole Class Stand Up	Double Dare You Revised	23	Three-In-A-Cube Dice	BK29
2.OA.2	adding doubles +1	I Love Doubles and Doubles +1	Double Dare You Revised	29	Double Regular, Double 10 and Double 12	BK29
2.OA.2	adding doubles to sums of 12	I Love Doubles and Doubles +1	Double Dare You Revised	29	Double Regular Dice	BK29
2.OA.2	adding doubles to sums of 18	I Love Doubles and Doubles +1	Double Dare You Revised	29	Double 10 (0-9) Dice	BK29
2.OA.2	adding doubles to sums of 24	I Love Doubles and Doubles +1	Double Dare You Revised	29	Double 12 (1-12) Dice	BK29

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6.SP.2	data analysis, mean, median, mode	I Love Doubles and Doubles +1	Double Dare You Revised	29	upper elem variation	BK29
5.G.1	graphing	I Love Doubles and Doubles +1	Double Dare You Revised	29	upper elem variation	BK29
6.SP.2	data analysis, mean, median, mode	Dashing Doubles	Double Dare You Revised	32	Double 10 (0-9) Dice	BK29
5.G.1	graphing	Dashing Doubles	Double Dare You Revised	32	Double 10 (0-9) Dice	BK29
5.OA.1	math facts, addition, subtraction, multiplication, division	Dashing Doubles	Double Dare You Revised	32	Double 10 (0-9) Dice	BK29
4.NBT.4	adding with regrouping	Missing You	Double Dare You Revised	36	Double 10 (0-9) Dice	BK29
6.SP.3	graphing, data analysis, mean, median, mode	Missing You	Double Dare You Revised	36	Double 10 (0-9) Dice	BK29
1.OA.6	missing addend	Missing You	Double Dare You Revised	36	Double 10 (0-9) Dice	BK29
2.OA.2	subtraction from 20	Missing You	Double Dare You Revised	36	Double 10 (0-9) Dice	BK29
5.OA.1	math facts, addition, subtraction, multiplication, division	Double Dare Solitaire	Double Dare You Revised	38	Double 10 (0-9) Dice, cards	BK29
5.OA.1	mixed operations	Double Dare Solitaire	Double Dare You Revised	38	Double 10 (0-9) Dice, cards	BK29
5.OA.2	order of operations	Double Dare Solitaire	Double Dare You Revised	38	Double 10 (0-9) Dice, cards	BK29
7.NS.2	operations with integers	Double Dare Solitaire	Double Dare You Revised	38	Double 10 (0-9) Dice, cards	BK29
6.SP.2	data analysis, charting	Double Up Multiplication	Double Dare You Revised	40	Double 10 (0-9) Dice, cards	BK29
3.OA.7	multiplication facts to 144	Double Up Multiplication	Double Dare You Revised	40	Double 10 (0-9) Dice, cards	BK29
2.OA.2	addition sums to 12	Double Up Addition	Double Dare You Revised	42	Double Regular Dice	BK29
6.SP.2	data analysis, charting	Double Up Addition	Double Dare You Revised	42	Double Regular Dice	BK29
6.SP.2	probability, determining theoretical probability	Double Dicey Decisions	Double Dare You Revised	46	1 x Double Regular, 10-sided, 12-sided and 3-in-a-cube	BK29
6.SP.2	data analysis	Fair Game Multiplication	Double Dare You Revised	49	1 x 12-sided	BK29
3.OA.7	multiplication facts to 144, odd even products	Fair Game Multiplication	Double Dare You Revised	49	1 x 12-sided	BK29
6.SP.2	theoretical and experimental probability	Fair Game Multiplication	Double Dare You Revised	49	1 x 12-sided	BK29

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3.OA.7	multplication facts to 36, multiplication facts to 144, data analysis	Square Golf	Double Dare You Revised	54	1 x Double Regular, 1 x 10-sided or 12-sided for variations	BK29
6.EE.1	square and square roots	Square Golf	Double Dare You Revised	54	1 x Double Regular, 1 x 10-sided or 12-sided for variations	BK29
4.NBT.1	addition with regrouping	Back To Square One	Double Dare You Revised	57	2 x Double Regular, 1 x 10-sided	BK29
6.EE.1	Multiplication, square	Back To Square One	Double Dare You Revised	57	2 x Double Regular, 1 x 10-sided	BK29
2.OA.2	Addition Facts, Doubles,	Back To Square One (primary)	Double Dare You Revised	60	1 x Double Regular, 1 x 10-sided	BK29
5.OA.1	Mixed Operations (variation)	Betweeners	Double Dare You Revised	62	1 x 3-in-a-cube per player	BK29
5.OA.2	Order of Operations	Betweeners	Double Dare You Revised	62	1 x 3-in-a-cube per player	BK29
4.NF.7	Ordering Decimals	Betweeners	Double Dare You Revised	62	1 x 3-in-a-cube per player	BK29
5.NBT.3	Ordering Whole Numbers	Betweeners	Double Dare You Revised	62	1 x 3-in-a-cube per player	BK29
5.OA.1	Mixed Operations (variation)	Cubic Mystery	Double Dare You Revised	64	1 x 3-in-a-cube per player	BK29
5.OA.2	Order of Operations	Cubic Mystery	Double Dare You Revised	64	1 x 3-in-a-cube per player	BK29
4.NF.7	Ordering Decimals	Cubic Mystery	Double Dare You Revised	64	1 x 3-in-a-cube per player	BK29
5.NBT.1	Ordering Whole Numbers	Cubic Mystery	Double Dare You Revised	64	1 x 3-in-a-cube per player	BK29
2.NBT.5	2-step problem solving	Tick Tock Roll A Clock	Double Dare You Revised	66	1 x 3-in-a-cube	BK29
5.OA.1	Mixed Operations	Tick Tock Roll A Clock	Double Dare You Revised	66	1 x 3-in-a-cube	BK29
5.OA.2	Order of Operations	Tick Tock Roll A Clock	Double Dare You Revised	66	1 x 3-in-a-cube	BK29
2.OA.2	Addition Facts to 12	Tick Tock Roll A Clock (primary)	Double Dare You Revised	68	1 x Double Regular	BK29
1.OA.6	Subtraction Facts to 6	Tick Tock Roll A Clock (primary)	Double Dare You Revised	68	1 x Double Regular	BK29
2.OA.2	Addtion Facts	Double Dare You	Double Dare You Revised	70	5 Double Regular Dice per player	BK29
6.SP.2	chance and probability and analytical thinking	Double Dare You	Double Dare You Revised	70	5 Double Regular Dice per player	BK29

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6.SP.2	data analysis	Double Dare You	Double Dare You Revised	70	5 Double Regular Dice per player	BK29
5.G.1	graphing	Double Dare You	Double Dare You Revised	70	5 Double Regular Dice per player	BK29
2.OA.1	multiple addend addition with regrouping	Double Dare You	Double Dare You Revised	70	5 Double Regular Dice per player	BK29
2.OA.2	Addition Facts to 12	Double Dice Dilemma	Double Dare You Revised	75	1 x Double Regular per player	BK29
K.OA.5	Addition Facts to 12	Double Dice Dilemma	Double Dare You Revised	75	1 x Double Regular per player	BK29
2.OA.2	Addition Facts to 24	Double Dice Dilemma (Variation)	Double Dare You Revised	75	1 x 10-sided or 1 x 12-sided	BK29
6.SP.2	chance and probability	Double Dice Dilemma	Double Dare You Revised	75	1 x Double Regular per player	BK29
6.SP.2	chance and probability, problem solving, analytical thinking, outcomes charts	Double Dice Dilemma	Double Dare You Revised	75	1 x Double Regular per player	BK29
3.OA.7	Multiplication facts to 144	Double Dice Dilemma (Variation)	Double Dare You Revised	75	1 x 10-sided or 1 x 12-sided	BK29
3.OA.7	Multiplication facts to 36	Double Dice Dilemma	Double Dare You Revised	75	1 x Double Regular per player	BK29
3.OA.7	Multiplication facts to 36	Double Dice Dilemma	Double Dare You Revised	75	1 x Double Regular per player	BK29
2.OA.2	addition to 12	Double Dice Dilemma (primary)	Double Dare You Revised	80	1 x Double Regular per player	BK29
1.OA.6	Subtraction to 5	Double Dice Dilemma (primary)	Double Dare You Revised	80	1 x Double Regular per player	BK29
5.OA.2	Order of Operations	Order Up Equations	Double Dare You Revised	83	1 x 12-sided and 1 x 10-sided per team	BK29
3.MD.8	Perimeter of rectangles	Perimeters Are 2 Times The Fun	Double Dare You Revised	86	1 x Double Regular	BK29
3.MD.5	Area of rectangles, analytical thinking (variations)	In The Area	Double Dare You Revised	89	1 x Double Regular	BK29
1.G.2	Classifying Rectangular Prisms, Square Prisms and Cubes	Three Times The Volume	Double Dare You Revised	92	1 x 3-in-a-cube	BK29
5.MD.5	Volume of Rectangular Prisms	Three Times The Volume	Double Dare You Revised	92	1 x 3-in-a-cube	BK29

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5.NF.1	Equivalent Fractions, Fractions Less Than One, Fractions Greater Than One	Order In The Court	Double Dare You Revised	96	1 Double Regular per player	BK29
5.NBT.7	Fraction and Decimal Equivalents (middle years variation)	Order In The Court	Double Dare You Revised	96	1 Double Regular per player	BK29
4.NF.2	Ordering Fractions	Order In The Court	Double Dare You Revised	96	1 Double Regular per player	BK29
5.NF.1	Equivalent Fractions	Simply Fractions	Double Dare You Revised	99	2 x Double Regular, (2 x 12-sided for variation)	BK29
6.NS.1	Fractions to Simplest Form, Reducing Fractions, Simplifying Fractions	Simply Fractions	Double Dare You Revised	99	2 x Double Regular, (2 x 12-sided for variation)	BK29
6.EE.4	Balanced Equations and Analytical Thinking	It's A Balancing Act	Double Dare You Revised	102	2 x 3-in-a-cube per team	BK29
5.OA.1	Mixed Operations	It's A Balancing Act	Double Dare You Revised	102	2 x 3-in-a-cube per team	BK29
5.OA.2	Order of Operations	It's A Balancing Act	Double Dare You Revised	102	2 x 3-in-a-cube per team	BK29
6.SP.2	Comparing Theoretical Probability to Experimental Probability	That's Not Probable	Double Dare You Revised	105	3 x Double Regular per player	BK29
5.G.1	Graphing	That's Not Probable	Double Dare You Revised	105	3 x Double Regular per player	BK29
6.NS.6	determining slope, analytical thinking	Plotting Along	Double Dare You Revised	109	1 x 10-sided, (1 x Double Regular for variation)	BK29
6.NS.6	determining straight lines, naming lines, analytical thinking	Plotting Along	Double Dare You Revised	109	1 x 10-sided, (1 x Double Regular for variation)	BK29
6.NS.6	plotting ordered pairs, coordinate geometry	Plotting Along	Double Dare You Revised	109	1 x 10-sided, (1 x Double Regular for variation)	BK29
8.EE.7	Algebra, solving for X	"X"CELLENT Solution	Double Dare You Revised	113	1 x 3-in-a-cube per team	BK29
	three factor multiplication	Three Shaker Multiplication	All Hands On Deck Revd	9		BK30
	addition facts to 12	Doubles	Foldable Rulers	6		BK36
5.NBT.6	division with multi-digit numbers	Divide and Conquer	Math Shakers Advanced	75		